

# ACE

## MAGAZINE OF THE YEAR

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CPC ■ SPECTRUM ■ PC  
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**GROUP HEAD**  
**Primary Contact**  
 20-22 Pavilions Lane  
 London EC1A 3AA  
 Tel: 01-883 8833  
 Fax: 01-883 8831

**Editor**  
 Steve Cooper

**Beauty Editor**  
 Max Moore

**Reviews Editor**  
 Eugene Lester

**Staff Writer**  
 Laurence Safford

**Design Editor**  
 Jim White

**Contributors**  
 Barry Clarke  
 Alan Haines  
 John M. Jones  
 John Cope  
 Howard Emery  
 Les White  
 Dennis Evans

**Artistical Design By**  
 Phil Huxley

**Illustration**  
 Geoff Parker  
 Stephen Lund

**Advertisement  
 Manager**  
 Gary Williams

**Advertising Production**  
 Emma Ward

**Publisher**  
 Terry Pratt

#### MEMBERSHIP

ENGLAND: 02044 345666 (overseas)  
 1 London Court Lane, West  
 Herts AL9 9QJ (UK)  
 0454343

**CLASSIFIED ADVERTISING**  
 Classified Advertising: 02044 345666  
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#### TYPESETTING

02044 345666 (overseas)  
 02044 345666 (UK)

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## SPECIALS

### TUNE IN TO FM TOWNS.....27

Yuga have produced a 32-bit games computer that comes with a built-in CD-ROM as standard. The graphics are excellent and the software base features some stunning conversions of familiar titles. Check out the details and start saving.

### SHOCK HORRORS.....38

There you are, slumbering behind the safe in a cold room, tormenting yourself, stomach-churning, and screaming for Murray. You find everyone else is out for the evening. You know it was terrible, but you just had to look up that photo and start here, and now you're very, very sorry. Just a reality dream? Or could software heaven really owe to the press?



### MACHINE DREAMS.....43

The Photographer's Gallery get professional artists and photographers to use an sophisticated computer scanning equipment. This is the result.

### STUFF THIS!.....136

Everyone makes plans about farthings at Christmas, but it's no use if you end up buying one. ACE checks out the topflight game contenders for Xmas '89.

### FRUIT CASE.....155

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Gamblers in Japan can now play AfterBurner on the first machine with a built-in CD-ROM.

## TOWNS SENSATION



Yuga have now introduced a version of Yuga's FM Towns computer system to users throughout the world. For more information, visit us online to visit. Thanks to some timely cooperation with 'Sonic', interesting developments, we've been able to bring you a complete multi-media 'Sonic' CD-ROM package.

THE TOWNS - a machine to satisfy your wildest dreams, complete with CD-ROM and massive processing power.

# ANCO

Anco are celebrating the launch of Player Manager by giving you the

# WHAT A MONTH!

OK, so Christmas is on the way, but that's still no excuse for bombarding you with all the goodies we've packed into this issue. Find out about Tetris II; the extraordinary FM Towns computer; a simulator that plunges you into the depths of the human immune system; a coin-op that contains a PC Engine, which of this month's games you've got to grab; and much, much more. Not only that, but we've gone overboard on the giveaways. You can win an Atari Lynx, or (courtesy of Anco) a stunning Sony video camera, and pin up on your wall the ultimate new technology wallchart.

The ACE Technochart comes free with this issue and gives you details on almost all the hardware you're likely to find in the shops in Britain - and quite a few that you won't. It gives you a complete guide to computer entertainment in one glorious full colour experience. Eat turkey, Santa...

## OVER THE RAINBOW .....109

A CD-i game that asks as if it's running on an Amiga? A game about computers? Not Rainbow Arts in Germany and find out for yourself.

## SOUND SENSATIONS .....123

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## FEEL THE MOVIE .....104

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## GAMEPLAY

### SCREEN TEST .....47

Danger! This month's ScreenTest section is positively scorching! The long-awaited Commodore home layout clashes with the superlative teleplay from MicroSoft Rainbow Arts. Rock & Roll proves dramatically alive and Star Trek takes off - for the 8th time.

### BEYOND TETRIS .....18

If you thought Tetris was addictive, wait till you try Well-Go - Old Graper reports from San Francisco.

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At last! The new ACE adventure and fantasy action/adventure all with five glorious pages and reviews of Swords of Fantasy and much, much more.

### TANK BUSTING! .....129

ACE visits the German Tank Museum and gets to play with Microprose's superb-801 Tank Master.

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## WIN! WIN! WIN!

### AN ATARI LYNX CONSOLE .....121

Get your previous one of the world's most devoted hand-held consoles - absolutely free!

### ANCO BANCO! .....40

Win a free video camera. And more! These games too!



Anco's Player Manager takes the field...

### PINK PRIZES .....161

There's always something to win in the Pinks. A regular by coming in your first year (plus, your camera, and some prizes as well. Check the Pink Page index on page 181 for details.

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### LETTERS .....14

ACE readers from around the world sound off on the burning topics of computer entertainment.

### TRICKS AND TACTICS .....114

Maps, cheats, hints, and tips enable you to kick ass where you might otherwise wimp out.

### FREE ISSUE! .....120

A year of authoritative game-related, authoritative coverage of exciting new technology, and a free issue of Britain's best computer entertainment magazine - for only £1.75!

Journey into the human body with Lucasfilm's latest mega-simulator. See p.104

# ANCO BANCO!

the chance to win a free video camera - kick off on p.40.

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# Drivin'

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60  
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# Ballistik



Now  
Released  
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PC & CD

## BALLISTIK It's a whole new ball game!

Sick of silly old soccer? Tired of playing penalty? When you need a dose of Delatix - the fastest, wildest, toughest ball game yet to appear on a computer, Ballistik just exploded onto the scene! This is a whole new ball game, featuring 120 different situations of frantic action on the PC, Atari ST and Amiga. On the CD version there are 64 screens.

The aim of the game is simple: score the goals that your opponent will do their utmost to prevent. It is achieved rather as opponents will do so every 10 seconds of time. Ballistik has them from your computer control balls all over the clock. In each red arrow point them up to desired impossible velocity. Magnets pull them away from your control, and that's just more!

Ballistik is incredibly flexible too. You can play against the computer or another player. As the speed of play can't stand the pace, action where the balls are fired and their velocity, track up increases that will get you some goals and then, in the end of an exhilarating game, set your name in pride of place on the high score table. And it's all played to the accompaniment of a the blazing sound track and a crowd that applauds your every goal.

Ballistik is definitely not a game for wimps. It's tough, fast, challenging and incredibly competitive. In fact it's just the kind of game you like.

AMIGA/ATARI ST £14.95 PC £24.95 CD £24.95 £18.95 (CASS) £9.95

Screen Shots taken both the Amiga version

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## COMMAND PERFORMANCE

**R**ational Games Soft's new big star (but eagerly awaited) follow-up to its long classic *Command* comes in the form of *Master Command*. The game is to be called *Master Command* and although it places the player in a futuristic tank the game of *Master Command* is in the classic *Command* mould using a multi-stage game format with approximately 30 mission scenarios which the player must complete before the final encounter. Just what the final encounter is, the gaps in *Master Command* seem to suggest, but will be to say that will take up to 32 missions to complete there would be plenty to keep even the hardened tank commander busy.

*Master Command* has already



**Master Command** taking the reins over *Command*.

been under development for nearly 18-20 months, for the past 18 months with Rational making improvements to the unimpressive *Command*. These

improvements include far more complex and 3D graphics with a fully animated object, and a better strategic combination of strategy and shoot'em up.

## TEXT GAME OVER?

**T**ells, rabbits, dragons, and ghosts staged a mass demonstration outside Level 1's offices last night, following the news that Britain's best known fantasy software house Lane announced their last traditional adventure title.

"It's true," said Peter Austin,

addressing a militant crowd with hair between his feet. "We shall not be releasing any more adventures unless... Scarcely had he finished the usual 10-15-10 rule, much better than expected. There have been too many good adventures written over the past few years that producing new ones, which will not be in any quantity as

getting more and more difficult.

Having received a letter from a dissatisfied client, Austin went on to reiterate about the Age of the Adventure. "Our favourite game not including our own, of course, had to be an adventure title... Good happens from a small group of Lanier, Masters and... (Austin talked at us out of the crowd)... and our favourite Level 1 title, your favourite. Back and, at the other games... *Dragon Adventure*."

As green bubbles broke down and went, Austin concluded that times were changing. "We released *Colossal Adventure* back in 1981. Since then it's sold around fifty thousand copies. We set out orders for it, but only a couple a week, and those are mainly from people wanting to complete their collections. Nowadays everyone wants animated graphics and arcade action. However the level will come when levels feedback and headsets will give the adventure format a new lease of life.

Meanwhile at another

## LOCK AND LOAD

Are you worried about the increase in rising thefts? Can you bear to leave your home unprotected? Are you sick of your car thiefers knowing your computer?

Well Homeguard UK may



have the perfect solution to your troubles with the Homeguard and Video Guard wireless alarm. This advanced security device used to protect electronic appliances (video, video hi-fi) that are permanently connected to the mains.

The unit runs off a photo-magnetic current sensing strip to detect if the power to your appliances has been switched off, unplugged or had its cable cut. Sounds. Any of these actions would result in a loud piercing alarm lasting 15 seconds.

The unit runs off a P23 battery, costs £14.95 and can be obtained from Homeguard UK on 0377 750134.

only name: *Arms Doctor* at Magister. David's producers of *The Power and Glory of Tolkien* was developing steadily about the future of the very same game for next year. Peter Austin seemed very young. Of course there's a future for the text adventure, also said "There will be a whole slew of adventures after them. *Magister Doctor* coming out next year. The first will appear in March next year and will be a full *Magister Doctor* fantasy. It will be the start of the text adventure and the end."

Whooping excitedly like *Doctor* was then carried off into the night, accompanied by several well-meaning men. The event set details of the text adventure appears therefore to be clear what is about.



**Arms Doctor** is the latest in the series of text adventures.

# THE GREATEST SHOW ON EARTH

As long as there is a computer show devoted to you — the programmer. There won't be a business machine in sight at next year's European Computer Entertainment Show — the only computer show dedicated solely to games.

ECS is sponsored by ACE and our sister publications The One, C+EG, Computers User and Special User. Each magazine will run a special event during the show such as C+EG sponsoring the World Computer Gaming Championship at adjacent sites with leading software company US Gold. Of course ACE will be running its own stand — we'll keep you informed with further details over the coming months.

All of the major industries like games, the Drive, US Gold and Paycom will be at



ECS showing you their latest games, software — the Great Gaming Show of Christmas 1990.

In effect ECS has taken over the PC Show — the computer industry's premier show. ECS will be more of a broad than an exhibition and the show's enthusiastic spokesperson Dean Bennett "we will get the excitement back into the computer entertainment industry." ECS will be extensively covered on TV and in the national press, acting as a much needed forum for computer entertainment.

The European Computer Entertainment Show will be held at ExCeL from 18th-20th September 1990. We look forward to seeing you there.

## WE ARE GLASS

The road for placing your favorite game on your window pane clear or on windows of Pilkington Glass predicts for the next decade become reality.

In its Newscourse 2000 report Pilkington believes the innovation technology and leading construction industries will merge together to produce feature buildings in the form of glass and steel. This will predict add up to video or TV pictures and computer data being displayed on an "electronic" sheet of glass producing a high resolution flat screen colour display of "photo-graphic" quality. You can see ACE's predictions for games on glass in the free packet exhibited at the show.

We can't wait to bring the display technology demonstration pack for the use.

## EXTRA TIME FOR KICK OFF

Kick Off, probably the best foot ball simulation available and one of the best games released this year, is about to gain a new lease of life thanks to the release of an Extra Time Expansion Disk.

Extra Time is designed to appeal both average and seasoned Kick Off player alike. Thanks

## CUTE COIN-OP CRAZE

**T**he next time you go into the arcade for a bit of mindless electronic violence, you may face cutsey little characters instead of Operation Dineen-God Terminator.

At least that's the theory many Japanese coin-op manufacturers are subscribing to. The evidence to back the statement up came with the JAMMA coin-op show in Japan last month, when over 60% of the attractions on show consisted of cutsey, cutesy games like the one where you hit bubble characters over the head with a mallet and

catches grenades, as opposed to the latest in turbo-3DGG, multi-axis games, death. The JAMMA show has traditionally been the place to see "hard core" games (shooters).

The major behind the decline in arcade electronic entertainment? Most probably a lack of originality — after all, who was the last time you played a new coin-op which wasn't a shoot'em-up, ball'n'chain or racing game? Over the past three years, arcade manufacturers have not so much improved upon the gameplay as the machine's outer-world fantasy.

There is evidence to suggest you will be paying £1 per game. Of course, they are a few exceptions — but these just tend to prove the rule.

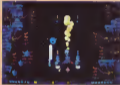
So what of the future? Coin-op electronic games will still be there — there will just be fewer of them and as a consequence they will be of a higher standard and perhaps a little more "core engine" — which is ultimately what we all want, yes?

As for the home video scene which has followed the coin-op industry very closely — indeed it is the closest — over the past three years, many software publishers are gradually backing forward to leaving the chance to produce superior computer games at a third of the size of a desktop in hardware. In fact, one leading industry figure told ACE "there will be an emphasis away from playing conversions towards RPG and strategy computer games — and our company is perfectly poised for such a change in the games market".

It looks as though gamers will not be much to quit for choice as soon for quality and originality — we'll have to wait and see, but in the meantime why not write to ACE and tell us your views. Contact: Computer ACE Letters, Freng Court, 20/22 Northgate Lane, London EC1R 3AG.



## XENON II MEGABLASTS ONTO PC



And if the charmingly bizarre Robotnik Blast is going to make it onto the PC later this month, the 320-float Amiga version of Xenon II was released in ACE issue 25, and could fetches the Amiga further from any shoot-'em-up that ever

snatched a laurel!

PC Xenon II should match the quality of the ST and Amiga versions, and will probably become the PC shoot-'em-up fan see and I want to hear the fans! The Basic Megablast soundtrack through-out PC speaker

In a whole host of new features including full control over the power of shots, head-on and close player control of the game, a new (big + good) look, four more team battles to choose from, four new playing surfaces — and New Tippy and Artificial players can win their team from a squad of heavy and there's a new set of refs to excite you!

Extra! Extra! costs £9.95 for ST and Amiga, obviously requires the original Kick Off disk and should be available later this month (Meanwhile, Ace has also launched another feature, Player Manager from page 42 for a limited subscription to continue its launch and is currently working on Kick Off 2, also set some time next year



Robotnik Blast ACE 25 ACE 25 ACE 25

## WHO'S IN THE HOUSE?

Mega leads MS software compiler Monoprise is setting up to see without programming learn in the UK. The house crew should consist of about 50 programmers developing themselves to ST and Amiga conversions of Microsoft Monoprise's master PC products the F19 Stealth Fighter F19 Strike Eagle I and M1 base Package in fact, F19 Stealth Fighter should be the first off the printer but line with an Amiga F19 due next month and a ST version following in January or February.

What this would mean to you is more ST and Amiga conversions — better!

But according to a Micro-pro programmer, the reason behind the move into personal compiler development is simple: Monoprise doesn't want to visualize PC source code to go further outside the company — and use UK programmers can apparently share the 'Tales a thing or two about it when it programming the ST and Amiga.

As ACE goes to press, Monoprise is one on the point of signing up software development house Core Design to produce the follow up to the immensely successful 'Ace

## ACE DREAM MAC-MINE



What price of Macintosh have ACE editorial teams drinking over the month? Is it the Apple II, the new Apple Mac (Patched) but why would a bunch of games lovers be interested in a far general 386SX 16MB, 80000 portable computer with 1.44MB Super Drive 160 RAM approx 40MB hard disk 5600 baud to handle power management and the compact display to be used in any portable mode? Easy the Mac plays the best game of

Polio (the year of the United States Game Boy then it's a Licensed Demo and Crystal just and wouldn't it be great to lay out the ACE pages on the way to work, and of course the pose ring of using a Mac on the one game right off the scale. So what stops us from all going out and getting one today? That's easy, dear — the shipping charges (what price of 2.995 to 2.945) — but what? But we can dream can't we?

Developer Inexpensively titled Kick Computer 2 this device will see see into its space — up against more polished and scarce it should be possible someone in the Spinn



for coming year, in PC games software sales start to seriously compete with those of the ST and Amiga.

## BARGAIN 286 PC

IBM has launched a price beating 286 PC for an amazing starting price of £299.99 or 99! The IBM 286 286 is the first at a new range of low cost IBM PCs, and comes with a single 3.5" disk drive, 286 640 motherboard expansion and 3 other expansion slots. The starting price is for the CPU only, other options include CPU & VGA mono monitor £399.99 or 99! CPU & VGA hard disk £499.99 or 99! CPU, 30MB hard disk & VGA mono monitor £599.99 or 99!

The price of higher priced 286 and 386 PCs are starting to tumble and hopefully other PC manufacturers will take Acer's lead in reducing prices further. This could help the predicted rise of the PC as a serious contender in the games market stakes over

## CHESS GOES ONLINE

Chess has introduced a new way of playing for online Chess enthusiasts. The Chessline Club is expected to cater for computer direct chess-players, but offers a faster, more reliable and more economic alternative to conventional postal chess.

The Chessline Club is affiliated to the British Chess Federation (BCF) and The British House Chess Federation and Chess Match will hold an annual tournament

ment, it plans cooperation with the ICF from January 1990 onwards. Other ChessClub Club members include ChessClub before members are put in touch with each other) and ChessClub is now released every day and game results information daily.

Subscribe to ChessClub Club is free of charge to Postal orders for further details, contact ChessClub at Telephone 0800 260 700.

## GREMLIN ON SKIDZ ROW

Gremlin is counting on skateboarding and surfing still being "in" this month, with the release of Gremlin (MS-DOS) and skateboard simulation with just one simple task—you have to become the "happiest and smartest kid in town." Gremlin is played over 7 hours and 7 days with you riding either a BMX bike or skateboard through city streets (with colorful scenery, buildings and commercial sites) while encountering the likes of thugs, cops, greasers, gangs and jags. Gremlin is out later this month on ST and Amiga for \$19.95 with the Amiga version being a full-screen overhead display. Gremlin is also under development as the Nintendo console, which is scheduled for release sometime next year.

Gremlin should also have Flashback of the Year II and Citywide Golf out this month on various formats, though Flashback—the experimental game featured back in ACE issue 1—has been delayed again to sometime in 1990.



## GAME BOY HEADS FOR 5 MILLION

Nintendo Game Boy handheld console is enjoying phenomenal success in Japan and the States with Nintendo looking set to ship four to five million units next year. So far this year Nintendo has already shipped 1.1 million Game



boys because Japanese and American kids are going "crazy" over playing portable Super Mario Bros. and Tetris.

## SOFT HOUSE

New sound sampling techniques combined with the latest piece of dedicated MIDI music peripherals is giving a new lease of life to game soundtracks.

Currently sampled sound tracks on games like Blood Money and Amos I require considerable amounts of memory space when compressed frequencies are used. At the same time, these games are proving that the multi-channel stereo feature is a real bonus for gamers and an important part of the playing experience. So what's to be done?

Some of the best for some time have produced games with MIDI soundtracks that will drive certain Roland and Yamaha modules. These make the original Amiga-type tracks sound pretty pure in comparison when output through a suitable chip. You can check out the hardware side of the month's issue on page 123.

Not all of us, however, can

## IT'S A S.T.U.N.E.R.

Not on the basis of the concept, but about last month of the Amiga and Leisure (Puzzle) title alone. Demark has signed up for future movie conversion rights to Alan Garner's latest novel.

It's a T.U.N.E.R. is a fantasy role-type game placing you in control of a 21st century motor cycle racing vehicle with the power to reach speeds in excess of 600mph. Your machine is equipped with powerful lasers and accelerators which will stop anything in their tracks. Perhaps the most stunning (and) feature of S.T.U.N.E.R. is its multiple player generated 3D world.

Commenting on the acquisition, Demark's game managing director, Mike Bracken told

ACE: "This is a marvellous game and is destined to be a major console success later this year. Rather than being completely British... it's...  
S.T.U.N.E.R. 2

S.T.U.N.E.R. should be out later this year on all major formats in the main here, you'll just have to make do with Demark's first (and only) console cover shot—well, taken as this year's first runner for Christmas Number One. Take a look at next month's Schedule to see if we agree.



About S.T.U.N.E.R. 2: the ongoing competition.

afford £200+ for a MIDI sound system. Good news then that Flashback Arts have developed a new sampling system for reducing more complex music in games using less space. The software system first indexes up the sampled track into sections (having scanned it for repetitions and redundancy) & then stores each section as an indexed file. The sound track program simply selects the sections it needs in the order defined by the saved track file.

As a result, claims Ted Widdowson of Flashback Arts, you'll be able to play Flashback Arts games with memory being sampled sound tracks without being to look out for the extra disk, that might otherwise be needed or by memory expansions for your machine.

Expect even more radical sound innovations when we move over to CD-ROM, which shares a common data format with the standard CD audio system.

## ALL ACTION LOGOTRON

Logotron, the software developer responsible for the excellent Atari and Archipelago strategy games is currently working on a number of "action" titles due to release between late and Spring 1990.

Probably the most exciting release is Assault 131 (current working title), which is being programmed by David Archipelago. The team behind Archipelago. The game itself is a futuristic vehicle simulation featuring a combination of 3D vector graphics and high-speed action used to produce a hybridized action package. During play you'll have to hunt



down enemies for a bounty which may reward more enough, but so you watch through the scene of the city, each that will gather progressively together and smarter to help your light against crime. You'll be able to upgrade your car with extra armour and armaments and avoid vehicle type—

the most desirable of which is the all-terrain amphibious craft.

The game is a part of a series between the John Coombe. The Escape from New York and the full featured game Battle Cars. ACE sees a coming theme a cascade of action tank and it's looking better than Archipelago—well, but for graphics and for more game-play action. Expect to see it on ST, Amiga and PC during Spring 1990.

Logotron is also planning to release Archipelago on the Amiga. "Due to the high levels of Amiga fan demand" he states or project through.

# NEVERMIND



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Never Mind is a unique combination of arcade action and mind-bending problem solving, and uses a clever blend of computer-generated and hand-crafted puzzles. Is your brain up to the most intriguing challenge of the decade? There's only one way to find out.

Screen Shots taken from the Amiga and PC Versions

AMIGA \$79.95    AMIGA £19.95    PC \$34.95    021-709-5733

## PSYCLASE

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# ACE LETTERS

A DREAM MACHINE, TROUBLE WITH THE WIFE, AND A 24 MILE LONG COMMS CABLE (OH YEAAH?) AND OTHER INSPIRED MISSEYS. DON'T FORGET, THESE CORRESPONDENTS AREN'T YOUR AVERAGE PIMPLY WALLIES. THEY'RE ACE READERS...AND THAT MEANS THEY'RE A CUT ABOVE THE NORM. HONESTLY...

## THROMBOBO LAMENT

I was wondering if you could take a inquiry for me. What has happened to the Pink Pages section of your magazine since that you have been taken over? Where has WGM THROMBOBO suddenly disappeared to? And what has become of the excellent section on Games Design? I associate that these must have been quite a bit of confusion caused by the takeover and I hope these features return to the magazine as soon as possible.

While we are on the subject of saving systems, could you please let me whether happened to an old computer magazine called home Computing Ready? I used to get some issue when I owned my Tandy 1100/45 computer but I suddenly disappeared after issue 133. This magazine used to have a story called Ros Comelis is fine piece of prose which was left in the air by the magazine's disappearance, and I still have not received my price for having a letter printed in issue 119. I hope that MGB THROMBOBO is not left in a poor for Computers.

Only now subjects and the letter that you received from Sogo Daniels in issue 23 what an intelligent person this database is. But there is one thing that stops me from doing the same as he follow users. I saw one in Alan 87 but I am the only person in my area who I know owns one. Sogo's response to form a small collective amongst your friends for buying software CD's is a good one, but I feel it could only work for Commodore 64 and Spectrum owners in this country at the present moment. I suppose that I will just have to wait until the CD becomes more affordable to the general public.

Now to something which has been eating away at my brain for quite some time. When did S&B BMS FORMULA ONE be released on the ST? I was always hoping every working for the sports game to be released. According to magazines it should have been released some months ago and yet I still have not seen it in any of my local software shops.

Keep up the good work and I hope you keep up the same standards here that you have been taken over.

**Neil Luckman, Birmingham**

Thanks for the good wishes. Neil The ACE move to London has occasioned a lot of administrative difficulty for us, mainly to do with permissions to obtain new office and internet equipment and we're now getting on top of the problem. One of the reasons why I was so keen for one of the original editors to work for the new company is because I knew they had the financial resources to support the magazine in the long term. You're using the results of this move the next few issues as we have articles from Alan & Janet and Walter - as well as continuing to commission the best writers we can find in the UK. As for us, ST users are appreciated. I suspect that there are more out there than you think...

## POST HASTE

I recently had to send some of my game disks back to their respective manufacturers after they had scratched and damaged to load the responses I had sent very late using 1 packet of the disks on a Friday evening.

Griffin Games were first to be post (and/or the post) on Monday with a nice letter, a new disk,

and all sent by first class post. Incredible! And what a brilliant example of good PR. I will now always look on CE as a professional and professional company.

Once more around a few days later with a large bag of systems and a new disk. Well done again to Doris.

Walter says that - a week after GG will put the disk and a concerned note acceptable.

Microcraft Microspace to be exact came in fourth and left about one two weeks later with a letter stating that I personally had damaged the software and would have to pay £5.00 for the replacement items that I required. I reluctantly wrote a cheque and am now waiting for a reply. I only hope that the aforementioned get a prize on themselves for their own benefit and not the consumer.

**P. Marshall, London**

Finally we were amazed at the response for of the people you contacted. Two weeks after a brief response time in most customer areas (don't you wish that!) the Microspace man here with us this that the first letters to support Microspace. Microspace, Reader's Standard and finally we receive two weeks a pretty good. As for the £5.00, it does seem a bit tough however, you say in your letter but more than

one of your game disks has corrupted. Are you sure you don't have a floppy drive?

## CONSOLE WAR

As the Nintendo console war gets on (between Nintendo's long standing Game Boy and Atari's alluring alluring colour offering the situation in a steady state, suddenly limited. Doesn't this all seem very weird you at several previous times fought at console "war"? How about?

1. Spectrum vs. C64
2. ST vs. Amiga
3. Nintendo vs. Sega

There you have three cases of technically superior machines being out to marketing muscle. How though more of these compete with something like the killing of dinosaurs by PCs. They all doubt the fact that money makes a market not specifications. Looking at the above examples I seem that Commodore are a notable victim of marketing, not least with their classic riding high selling their converted shockboxes like hot cakes. Doesn't it make you wonder if not starting the Spectrum of ST (Sawley) or the Nintendo (well I bet you're OK) to start that in a game they all see but - in the marketplace, though they don't.

## OLD GAMES NEVER DIE

Here is a desperate plea from a 16-bit/24-bit/32-bit user. Is it possible that conversions of such famous classics such as the Lords of Mystery trilogy, Starline, Tri-Hip-Hop and countless others may eventually surface as CD-ROMs on the ST?

I may seem desperate to do this, but couldn't either read or updated versions be released on PC or compatibles? Surely a day goes by without me going over Dan Danah or The Hobbit. I am sure the software houses could make plenty of money out of it.

**Nick Peters, Poole**

Here with you at the way on the one. Well, there are some games but many but you are certainly pigeon-holed as a reader who likes older titles (see romantic note found). Software houses should really get the act together on this. We checked with Microspace who own over the rights to the Lords of Mystery trilogy but they say that programmer John Singleton is currently too busy to do the conversions. We'd write ahead with the company and they readers informed us, by the results. Personally I'd travel several miles for a good 16-bit/24-bit/32-bit.





month's issue — and there to come every month a failure.

Magazines are printed in sections and the last ones for the 24 production cycle so that you sometimes find a section either missing or out of sequencing after various articles have been written. This can result in pages being either omitted or scattered than sections at short notice prior to printing. Most of the time you wouldn't notice but then you need to be a clever dick wouldn't you?

## CRASH LANDING

Your letters to *fly* contributors in the October issue caught my attention, especially the picture of the cockpit of the tower.

Being the Editor of a magazine relating to the topic of aerobics I hope that the press won't be in the North American 50-5 17th (th) was the US Navy version of the famous Harvard trainer because for \$250 you will only have an hour and fifteen minutes flying time!

As to the point of your type-setting and proof-reading, I think the readers should know that it takes a lot of time and work to produce a magazine and however hard you chase the print, the odd mistake is always bound to creep in.

One word though in the News article you state "Push the accelerator forward and your craft roars" push the controller forward you and the controller roars.

I did I know what you are trying to fly, but when I do go flying pushing the stick forward turns the nose the plane, and pulling back raises it.

M.J. Proppitt, Cornwall

Could we wonder an Acft fly one hour at the end of the runway? A classic ACE baseline model. As for the topic article and taking on more staff and each week gets better as we get more time but as the magazine there you everyone for your patience.

## CYNIC

After reading J.J. Higgins letter concerning the linking of two computers for the purpose of games, I decided to try out a similar scheme with a friend of mine.

Anyway, I bought the necessary kit, lots of connecting cable and found that by reading the cable manual 24 miles of telephone wire connecting our televisions we could have a fun — if only

## SNIPPETS

Why can I only fit 23 copies into two baskets?

Dave Brown, WPCOL

It's not that the baskets are thin, it's that the eggs are empty!

I have got every issue of ACE since number one, but what happened to issue number 25 (October 1997)? I checked the shops every week and in Bristol but no-one had it. Can you please send me details as to how to get a copy?

K. Rowles, Bristol

Has about a printer's error resulted in a shortage of copies for the issue 24 or a month it sold out. For this issue and others since October 87 you can order backcopies from ACE (with issue 1) Dept POB 909 Leicester, LE20 9AT. Each issue will set you back £1.50 (shipping included).

fly star — game of professional journalists. Unfortunately nothing like yours.

As the wire readers intend, as a his website should note that the necessary cable costs only £799 (inc VAT) although the on-line/cable costs a bit more.

I'm now considering purchasing a similar cable for a private motorcar in order to cut out the annoyance of having to walk to the way to his house to play *Grand 87* — there's a trick in the connection, but I can't find what it is.

Richard Head, Hovefield

There's always a cyber somewhere.

## DOG HOUSE

There again my wife and I are not talking. How does this compare ACE, you may well ask.

Picture the scenario if I stared at a teleously beaming game description to produce the gurgling.

Having had a pretty well day in the headline work of computer our maintain programming, I return home to spend over a game game or my Amiga and things are going well — Also, the Coast has (recently) incorporated and delivered by my thought raised levels of the Mountain story and has received seven of his school but well-organized (with his) from the children of faculty, the controller of the South Mountain.

It's just waiting for the end of Level 24 to have the part and already familiar opening super game maintained problem with all these of fly boys next when a walk fly who to ask me how many balls blown I want for this fly. Right seconds and three bus later and it's all over — the reference a valley of verbal abuse. Plus

several items of standard hand-ware turned at their end I face the prospect of a silent evening and the later being levels I've played (level) dual into before.

Now I see how the press and internet for the party programmers, who came up with these games in between doing the paper read and studying for their 11 class but why do they ignore the most fundamental aspect of program design and the business? In the case of a game that means the likelihood for half of its design its player in distraction wastes two minutes of flying wasted.

Simply it is an easy to include a personal system as after access to the latest uncompleted level to record of a game to allow play to continue if denied from that point, rather than forcing the hapless player to endure for the half-hour time being in play rounds that were being wasted and no longer had any challenge.

M.J. Crowley, Solihull

This is being done by there and more programmers, but let's see more of it, or why?

## READY AND WAITING

I'd like to meet a real word on the subject of games already which I first launched in my *Press Letter* in the September issue. It is not that I am unable to complete games, for instance I like some Progress games. These are far less easy to finish, so I'm not saying, word to explain, so I've got with me only shows what it's about, and I have completed first across, Barbara's *Adventure* and that without the aid of cheats.

It's just that I dislike games

whether words or adventure which seem boringly difficult for their own sake, and I do not share the sense of music challenge which excites Jim Lane — although I notice that even he used the *Adventure* magazine as his progress control for its unwilling to be broken out. For the life and work has through challenges as if it without wanting to visit.

Since it is rarely possible to fly games before being it is all too easy to forget to pay out the ones £20 or so and find that the only outcome is a lot of being negative terms without any sense of challenge or fun, such as making moves, waiting for hours on down points, keeping away mindfully on the fly but not, or making games around in mindless loops, or in following Barbara's which is nearly made the mistake of buying.

I disagree that all games must take the form of a challenge. Progress does by the program and I prefer that to it explanatory hypotheses mentioned in an article on the September issue. Jim Lane is right I have paid up, at the time that I buy for these games. Then I might buy if I could obtain more entertainment from them. The money is waiting in my pocket if only the games industry would provide what I want.

Alan Hughes, Milton Keynes

## CONSOLE CRITIQUE

I don't do much about the so-called console revolution that is supposed to have occurred, but still the "console" is by far the more popular instrument. My personal view of the console is that for most people it is a waste of money.

What can be done by a console that cannot be done by a computer? Sound and graphics standards are easily matched by PC/GT games. And if you cannot afford a 16-bit machine, you can't afford a 32-bit. The Commodore 64 is relatively cheap at around £150 and has a vastly superior range of software of much cheaper price than any console, and due to the closed shop approach used by console manufacturers, this is likely to remain so.

Colin A. Brown, Slough

Well, there's an idea — and one that Commodore would not do. *Ready to accept?* However, I think you're underestimating the power of some of today's consoles.





# BEYOND TETRIS

OLD PROPER TAKES A CHEAP DAY RETURN TO SAN FRANCISCO AND COMES BACK WITH A HANDFUL OF GOODIES



It's a bit difficult for me, there in the lab, to understand what a phenomenon Tetris has become in the rest of the world. The game that was first published here with its colorful lines, said that despite receiving astounding critical acclaim, didn't seem to get to the bottom in quite the same way that it does in all the other parts of the world.

Coming on the tube in Chicago, I got a gag for into computer games. He said that I had been playing in his office. He called Tetris.

Making into a store there in the Midwest, Germany, or here, being designed even by major consumers. It's got to be bundled with it.

All the recent weekly show, I'm told that the weekly version of Tetris, as well as about 20,000 units. All say 200,000 a total, that's a lot of business, John.

But surely such phenomenal success has to be a one-off? The critics say to believe that will take. I feel I have to be the standard company, I think so. The Russian give that come up with the original, but just show it again with a game called Tetris.

Why? Cause it's Tetris, but played in a game, looking down a well, you're suddenly, there's an unbroken amount of four sides of the well so they fall down, unless a particular fact is "locked" and you can still rotate shapes along the walls of the plane of the well.

When the shapes hit the bottom of the well they keep moving towards the center of the screen and the idea of the game is still to make whatever

lines across the bottom of the well, which then disappear, etc. etc.

You know what all four sides of the well are locked, which happens when a lot of a shape cannot fit down completely into the bottom section of the well.

Break-through, but is it any good? Why don't do it is. Actually, I was extremely wonderful in the original game, but I had to be shipped away from the test machine at Spectrum Hardware, looking and answering for another, just the same, go.

Contrasting it's separate from the far-left corporate, straightforward of Maxwell Communications, there is no doubt that Tetris is going to do the future prospects of the company had headed up by the "Tetris game" Alan and Brian, I feel in "Tetris" Lord, absolutely to have whatever. And maybe, maybe, the guy that looks coming up with the ideas, might just get a Pentium bonus in the wage packet next month. But I wonder what he's doing at the European night, or you and me can start playing over here?



## PCS FOR PLEASURE

If once you didn't know it, the IBM PC is probably the best domestic computer for playing games. At first, before the boxes start coming out, maybe I should qualify that a VGA 386 system is the best domestic computer for playing com-



With either like this in simulation, why doesn't everyone own IBM PC's?

puter games. First as you like 256 colors, you get a 24 Meg 386 every day of the week, particularly with a Roland music board plugged in the back. Give me the £1850 to buy the machine with as well please.

But there's no doubt that the PC is slow at first, being taken seriously on both sides of the Atlantic as a game machine in the USA, of course, it accounts for over half of the non-PC titles, international software sales, whereas the ST hardly gets a look in with the things coming well ahead the only. However, it looks as if PC publishers are coming out of the closet in the UK too, with some jobs good staff to look forward to as well.

First and foremost the latest news in the States. See City, Albany game room, new review in the European press, almost before



Division from it, remember in PC, Alan City, but perhaps the San Francisco, with, specific replies in no longer in the heart of lands.

Impressions (the European version) had more about it itself. San City is way more a phenomenon over there, with national coverage making Mouse Software's Jeff Brown a very happy man indeed.

Like I said before it, San City was turned down by being a software house with another 100 might having its job as headlined to finish the game. Dallas he found it a home at Mouse. Now it's received the ultimate impression of wonderfulness with the Nintendo Corp buying the rights to publish it on the Nintendo Gamecube. Details of the amount of cash changing hands on the deal are of course confidential, but I bet it's more than you or I can easily call it a month. And to think it was once turned down because of being in the opinion of one kind "un-futuristic" fancy old world sort of.

Another PC must be going to be PC. European Market is the final stages of testing our Laptop quality flag, it just better than the original. PC, can expect to be highly priced for the program by a whole new community of users. They'll probably make it an item at the top for passing more damage to the data and productivity of PC users than the Tandy for 1987 was.

After all these other price items, the average PC owners' success will be wanting to get rid of some of that previous aggression and the business will probably extend. A car set into cash with a lot more satisfaction than usual, you can have a go at Kanto. Rondo Rio or Helsinki, then get broken up by game that best trained in other disciplines. The flight

# LEVEL 9 GET HUGE

The adventure veterans of Level 9 caused something of a minor stir at the recent PC Show by announcing that *DeepSpace*, the latest release from that company was going to be their last. Their last adventure, that is, but not their last. Level 9 will be producing games under a new game publishing system called *Level 9 Game*, meaning it stands for entirely universal Games Empire's Choice.

Trading the Austin down to their new Southampton based premises was the first of several moves, as they showed some of the power of the system that's been working from 2 to 10 person-years of programming to produce—depending on what of them you speak to and how much they had to drink at the time. But it isn't just this, it's impressive.

The Austin have turned the problem of writing for multiple formats on its head instead of writing separately for each platform. They've developed a language for writing games. Any game in a high level format with separate compilers for each machine type.

This means they get to do real party tricks. It's making a change to an entire 500 sequence on the CD, taking the changed bits and compiling this straight



Level 9 - abandoning adventure but not typical English accents...



away and coming it on any old disk or floppy with the attention marking on the other machines instantly. This is the developer's equivalent of the Philosopher's Stone.

To make things even more interesting, the system seems to not perform best of the usual ways of programming games to boot. In terms of the amount and speed of interaction, and it exists, super speed's needed—code engineers can be needed into the framework without problems. They say.

With game for original games, game screen showing characters and text on the cards, it's not surprising that big from the Commodore are taking a strong interest in it. Level 9 and Level 9. Watch out, somebody's HUGED space.



The Arabian in the 1988 game was a lot better than the 1987 version, often.



Just a quick glimpse of San City on PC. It's coming down from Barcelona, Arts.



PC means you can get all religious, spiritual and atmospheric substantially, so you're not talking about giving the rest of the characters, but getting Paradise on an old gaming PC. Just as completely wonderful as this has, that as an old style, the only question mark is even whether the loss of some changes the journey.



Oh, the life of a British gentleman abroad.

*Pretty As A Picture,  
Mean As The Devil.*

Weird things happen...  
The slime is on the rise.  
The Titanic has arrived.  
And after 300 years, Vigo  
the Carpathian won't  
stay dead.

Who you gonna call?

Get your bustin' business  
back on its feet. Hit the  
streets in your  
Ectomobile. Go  
underground to discover  
a river of slime...and rise  
above it all with the  
Statue of Liberty. All to  
turn evil to good and  
defeat Vigo at the  
Museum of Art.

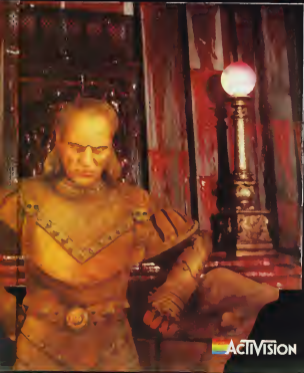
Action, adventure,  
strategy challenges —  
and great laughs.  
Ghostbusters II.

# THEY



# GH**OST**STBUSTERS II

# YRE BACK!



 **ACTIVISION**

# COIN-OP ENGINE

JOHN COOK DISCOVERS A PC ENGINE IN THE ARCADES

In a move that might give-necked a mildly depressed trade attending the recent AMGA Show in Las Vegas, a US firm, United Amusements, announced a shock tie-up with NEC, the makers of the PC Engine games console.



PC Engine PCB

BY TIAJ, RUMER

Wanted the Turbo Drive 16, Nintendo likes lots of money in the NEC marketing Dept for that part, it will see how up where we'd expected it level in the console.

Why unexpected? Well simply the US arc-ade operators saw the success of the domestic game console with the same mind the French country wanted the average including standing firm, but keeping the city centers in mind. Because the operators are learning their lesson because of the huge success of the Nintendo system (over 20 million units in the US now) - and the thought of a higher speeded system coming through is not making them happy. Or want to wait.

What United have done is make a version of the PC Engine as a PCB that is compatible with AMGA cabinets. The difference is that to change the game running on the system, what you'd do just change the optical ROM cartridge with the game data on it (and yes, it's not directly compatible with the format console) and there you have it - a new game.

And the price? After you've invested in the kit, a new game will cost the operator anything from \$20 to \$200. Compare that to \$100 for a new PCB.

Cheap - and that is what the operators are getting so excited about! NEC are pretty heavy into it as well. The system blows the Nintendo Playmate 30 system out of the water - which won't do them any harm in the optical struggle to defeat the Big N in the home market - and also gives NEC a great showcase for showcasing new PC Engine software. They intend along, enhanced versions of the new games on the arcade version enhanced



AMGA

because you can have up to 4 Meg of data on the arcade cards - with others saying, "coming to your PC Engine soon!"

Having published a few games on show in Las Vegas, I can personally attest that Con-Jared played on a 35" monitor with an undistorted strength, much to even more fun than playing it on the home set.

The trade loves it, the public will love it - expect to see a lot of this in the near future.

## THIS MONTH'S GAMES - LIVE FROM LAS VEGAS

1989 AMGA - the big show of the year for the arcade industry - was this year slightly of colour! as it has been exceptional two weeks before the main Japanese trade show - so not only many of the Japanese firms were holding a little bit back for this.

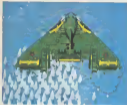
But with an estimated \$2.1 Billion showing over the American video console plus another \$2.37 Billion being spent by retail parks, the show was still well attended and very much a global event.

Sega had its new console out and that great hitman Super Monster Chase! For what, few systems multi-player 2002? We want have done something very good in a past life to control the first - it's now simply the best multi-player driving game in the galaxy! Hopefully we'll see that making it way over here very very soon.

As well as showing a new PCB game GIBBY! Sega also had a great new golf game for its System 24 cabinet - Super Mallets! Another level for Sega - another winner.

Atari Games had with a new 16bit golf game - 3 FLY! Rumer! Heavy as the 160 3D light on the gameplay - or so the first impression seemed, Namco had another hit-up game based on racing quad





less which was fun, but not up to the standard of Peak Leap. Expect another only game from this year, however.

**Disappointment of the show** — Capcom were the genius of its new hardware as perhaps concepts like *SN* Squashin' Manz really worth going beyond the abstract screen as the beauty of this horizontal arcade machine. Surely best to do so in the way?

Being games are in — and later has received a lot of money in big time a rally game based on the Park to take only Fun if a late entrance.

Chris East might have a write up its hands with *Ultimate Resolution*. A good introductory note about

**Peak Force** 



## SPREAD THAT JAMMA

More coin-op jargon explained — this month we're talking about arcade hardware

Look into the classified pages of my arcade trade magazine and you'll see pages and pages of new and successful PCB's for sale. PCB's? What the hell are they?

Well PCB stands for Printed Circuit Board, so you might guess that we are talking about various electronics here — and you'd be dead right.

In the home arcade games software comes on floppy disc and you load the data on the disc into the RAM of a standard hardware unit in order to play. In the arcade business you buy the computer and software hardwired into a single circuit board that you slot into a standard cabinet. It's this board that is referred to as the PCB that makes a cabinet 'have you got'?

Simple. It's a shell and consisting of everything that you need to run a game, apart from the PCB — the two metal joysticks, the ball ball, monitor and outboard.

The idea is that an operator will buy cabinets separately from the boards — and usually change that board when the coin/roll operator decides a game is not bringing in enough money. The cabinet remains.

The particularly perceptive reader will realize that for boards and cabinets to be interchangeable with each other, a certain amount of standardisation will have had to take place. So for an operator professional foot-board to cabinet goes — and so it has in a surprising if at all timely in the early days of the industry, such a standard was agreed on by the manufacturers and it's referred to as JAMMA, completely named after the Japanese trade association that thought it up.

So long as your PCB is JAMMA compatible you can plug it into any JAMMA compatible cabinet (they all are) and things go down straight away.

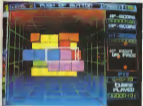
How ever there's a caveat being referred to as Dedicated? What on this means? Are the electronics wiring around the circuit of such a game particularly complicated to the point of complexity? The fact that wouldn't be seen changed as anything near a machine machine, for example. Or do you have to be a particularly hardened arcade hall banger to tackle such a Dedicated game?

None — all it means is that the unit in question has a control system on the cabinet and/or other features on the PCB that make a non-JAMMA compatible — so you couldn't take a normal PCB and plug it into that system.

For example, take *Capcom's* latest! The control system here is a gun — not the metal joystick and ball but buttons. The machine is for use to play just *Street*. Into this one — it would work, likewise most of the games that those you intend — driving games and so on. These are all Dedicated units.

In the trade there are recognized as usually being superior games, but are viewed as high risk ventures — as they cost more (you have to effectively buy the specialized cabinet along with the PCB hardware) and you can't change over boards to make it into another game. Most operators will have one or two dedicated at the front of the shop in those spots to draw the punters into the place. However —

Obviously if a particular Dedicated has been very popular — Granted for instance — someone will invest a considerable sum for it. This is so you might expect it is a piece of hardware that makes the original PCB, but offers the non-standard control system of the original specialized cabinet.



**Peak Force**

it's about why well on hand in the UK and well worth a try.

**Best Point!** of the show has to be *Dark* (with ABC Monday Night Football). Looking at the American Football equivalent of *Blitz* of the City — the table as a dream to play and breaks a spell of mediocre releases. Note that

section of the Data East magazine.

Good PCBs of the show — Peak Force Perry — another one for the worthy hall bangers from the makers of *Dragon Force* (I was a X-Blitz) from here!

Lastly — most unexpected success of the show was led by American Technos with a bus

3-D! *Terms* vibrant *Block Out*. Rotating shapes in the x, y and z axis means the unit is good more attention in Cryptologically. Great fun. My. Get you fast hands with new team the UK. UK culture show. Be Associated. Unseen. Preview.

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# THRILL

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TRUCKY	100%	100%	100%	100%	100%	100%
TRUCKY	100%	100%	100%	100%	100%	100%
TRUCKY	100%	100%	100%	100%	100%	100%

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*Collis*



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**A: IN THE "THRILLTIME" COLLECTION OF COURSE!!**

Probably the most attractive buy this year, the "THRILLTIME" collections are lavishly packaged in unique collector boxes and mastered onto premium quality Gold and Platinum cassettes. Each title is recorded on to its own, individual cassette/disk side (for maximum reliability and longevity) and is fully documented in the detailed instruction booklet enclosed in each package. And, if this was not enough, every "THRILLTIME" collection contains a special leisurewear offer (see opposite for details).

**WE'RE FIT, WE'RE ALIVE, BUT...**

# LOST PATROL



**WE'RE NOT BACK HOME**



**AMIGA**

**ocean**

**ATARI ST**

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# GOING TO TOWN...

Fujitsu's 32-bit FM Towns is setting Japan alight with its combination of raw processing power and CD-ROM drive. ACE brings you the specs, the software story, and a prayer that someone will bring you the machine...

**M**ore than half a year has passed since Fujitsu's brand new computer the FM TOWNS made its debut in Japan. It was first unveiled at a computer show in Tokyo in January when it caused a sensation amongst trade and retail alike if wasn't just the 32-bit power class or the fancy graphics and sound that got people talking either - what really caused the attention levels was the rather CD-ROM support as standard with the machine.

Although Fujitsu can't that well-known in Britain, they're in fact least very active in the Japanese home market for some time so the FM Towns didn't seem to create surprise. The company have a reputation for bringing out interesting moves ranging from the highly regarded in Japan FM-7 to the more recent FM-77 ADV - a very colourful 16-bit line with high graphics and sound specifications. The FM Towns is therefore part of a continuing series of hardware releases and not just a one-off.

#### BACKGROUND

The CD-ROM that comes with the machine has some obvious advantages, but there are some less obvious ones as well. To start with you get the vast capacity of an optical disc up to 540MB in the case of the Towns unit. This means that very few games require more than one disk (although there are some that do) so to require the higher cost of individual CD-Rs, software can sometimes work out cheaper. Furthermore, the disks are far more stable over time. ROM you cannot at some point get any files by mistake or wipe them from memory, the disks are almost indestructible in normal use so you don't have to keep foot round the backdoor any way by me to be trouble on your carefully collected



**Resolution**, a stunning 3D adventure that shows off the Towns's excellent graphics processor and audio handling capabilities.

delights. In fact having a CD-ROM is a bit like having a vast capacity cartridge system except its cheaper (intridge pricing 1180yts an under developed but currently cost hundreds of pounds).

#### POWER ON TAP

The Towns boasts a 32-bit 80386 CPU. This means it is fast as the latest PC-compatible 386 machines (and a lot faster than some of them). It makes the current ST and Amiga performance look pretty lack in operation and power like Afterburner, which in the Towns costs a hefty wedge of value and sound really show the results. The other advantage of the 386 is that it can directly address bus, refer to main memory then - 16MB chip (though in practice most games do not need that much data) and memory directly (meaning you've got the memory isolated - the FM1 comes with 11MB in its entry level machine, 24MB in the more expensive model - see the Specs box on page 28).

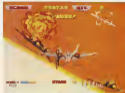
However 'power' isn't all about chips and disk capacity. What really makes the Towns attractive is the way everything works together

#### AN INSPIRING TALE...

of International co-operation between ACE and Japan's Number One game magazine, Login, brought you this report. Here at ACE we'd like to say a big thank you to Login, and especially to Akimasa Yano and Masato Watanabe for all their help. We hope to bring you more joint reports like this in future, giving you the low-down on the exciting Japanese market. Meanwhile, all our best wishes to the Login team and a large bottle of the best coolant.

— when you get CD-ROM AND 32-bit technology hard in hand you get some stunning displays and sounds. This is particularly true of the latter as the CD-R disk storage medium is really the only way to provide the memory needed for high-quality 32-bit sound samples. You can pack 768k a stunning series of digitised rock sounds, and fully digitised stereo sound of CD-quality into the CD-R - something you simply couldn't do on a conventional system.

The graphics chip in the Towns is no weakling either. It offers very effective sprite and scroll functions - essential for making certain game categories (particularly shoot-'em-up) really impressive.



Akihabara goes to Tokyo...

#### PERFORMANCE

The Series 4 is very much a VAMP Machine. Fast, sleek Pentium machine. In fact, the operating system designed by Fujitsu takes the machine so far in the direction that a keyboard is not standard equipment. Almost all the software including the OS, is mouse-driven and requires nothing more than some clicking and clicking to operate.

Keyboards are only necessary for word processing and other text intensive operations. The main advantage of this for gamers is that it reduces the cost of the basic package - it also reinforces the fact that Fujitsu regard its machine primarily as an entertainment room. It only Commodore and Amiga had taken the machine from day one.

There are two types of CD-ROM available from Fujitsu, one costing \$9,800 yen (\$294) and the other 138,000 yen (\$420) depending on resolution. However the Series 440 proved to be popular in Japan that there are already many third parties producing monitors, memory and other add-ons to go with the machine. You will soon be able to fish out on an IDE or compression board for speeding up the old CD readers) a little expansion memory - a video card - a modem card and a SCSI card for connection with other standard peripherals) to name only a few. At the moment however most of these peripherals are still under development as the machine has not been widely available for long enough.

One might not pretend you might think a System Series 440 My HD drive and 5.25 HD drive. Why after all should you need a hard disk or floppy when you've got the amazing great CDROM? Apart from storage, the main reason for game players is that the CD-ROM has no error correction - it offers relatively slow access speed to data at the disc compared to HD or FD. For business users this can be critical when making web applications that constantly access a lot of data. It's also bad news for some games that require frequent if no access.

#### PARLEY YOUR MOUTH

Any Japanese company has a big handicap compared with those in English speaking countries. In Japan, a meeting has, naturally



Akihabara goes to Tokyo... Just look at these colours.

enough got to cope with the Japanese language. The most complete written systems in the world with more than 5,000 characters. This naturally results in a text for Japan RAM and storage devices. In the series the FM Series has got an edge over its twin, having plenty of memory and a large ROM which includes a Japanese dictionary in it. This is certainly contributing to the popularity of the machine in Japan - the Microsoft for example though highly respected was rarely purchased by Japanese until recently when the Japanese word system was implemented. It's a new set of the 'most popular machine in the country'.

Finally the price of the Series 440 makes it a clear winner with the Japanese. Although as pointed by IBM standards at over £2500 a computer in the market with machines that would normally cost at least three times as much after some debate, Fujitsu eventually priced it at 226,000 yen (\$7,000) for model 1, with one FD drive, and 298,000 yen (\$9,170) for model 2, with two FD drives.

#### THE SOFTWARE

The FM Series comes with a very well designed operating system. As stated above

you can do everything simply by selecting from a pull-down menu and double-clicking. The command you want. You are likely to find some nice commands like DR or FLIP. But what about the games, and are we going to see it look better in the UK?

Original software is currently being released both in Japan and the States for the machine, while many other successful titles on other formats are being converted to the



Akihabara goes to Tokyo...

States. The FM Series Support Centre, fully supported by Fujitsu was established in May and works to improve co-operation with software developers. This is particularly important given its goal in developing a software center new technology, such as CD-ROM programmers, have to show their knowledge is such as possible.

Information gathered by the Support Centre will be available via CompuServe for developers who support the Centre in return. This goal means means that it is by no means impossible for third software houses to support the machine should they wish to. At the moment however although both the software and Amiga (also have a modicum support to be attempted) it is unlikely that anyone will bring out games unless we see the Series sold over here.



Readers who stretched out our Expressions feature on CompuServe in a recent edition of ESD: will know that this has since which could prove very useful in future. However, developers will a great number of third party games together with excellent assistance to offer the player in which about environment to require of itself. This sort of game is an essential candidate for CD-ROM technology, as it's significant that the only official programming language currently available for the Series is 'Visual Basic'. This is a HyperCard-like programming environment that could be used to create these or other better-type games using the CD-ROM. However it is usually an IDE-based for the most, so a Terminal variant would follow soon.

# FM POWER...

Microprocessor	68010 (32bit)
RAM	model 1: 1Mbytes model 2: 2Mbytes
VRAM	1.2M
Spice RAM	128K
Internal drives	model 1: CD-ROM (540Mbytes x 1) model 2: CD-ROM (540Mbytes x 1) FD (1.2Mbytes x 2)
Graphics mode (dots)	640 x 480: 256 out of 16,777,680 colours 640 x 480: 16 out of 4,096 colours / 2 screens 640 x 240: 32,768 colours / 2 screens 640 x 400: 16 out of 4,096 colours / 2 screens
Sound	PCM sounds: stereo 8-channel FM sounds: stereo 8 channel sampling 11 bit: 18.2 KHz CD-ROM works as an ordinary CD player
Size	320mm x 150mm x 400mm
Weight	11 kg
Optional devices	Keyboard 80387 processor expansion memory video card mouse card SCSI card 14" display



The only good news here is that a number of American launch efforts seem likely to occur. Fujitsu's commitment means we should be able to see slightly slower progress and then, if the machine really catches on, an authorized service. The station is slightly improved since the technology used in the Towns is, at the moment, pretty futuristic as it's not a case of 'it's not out there yet, it's not here yet' (unfortunately, Fujitsu are insistent in protest that the machine is, for the moment, Japanese market only, but their experts should be available as soon as product for them go).

Meanwhile, converted games include Afterburner, New Zealand Drive and several other

popular conversions. If you want a cheaper price you could try Last Actionation which costs prices no less than £100-£200. Each disc is as much as 540 MB so that makes 1.3 GB altogether at an £80 wholesale price.

In the context, the FM Towns going to be almost entirely game oriented: 92% of software is games only, 10% comprises ports/music/communication tools. Though there are no business applications available, Fujitsu should give change of that with an MS-DOS converter that currently enables more than 30 business applications to run on the FM Towns. It includes the best popular Japanese word processor 'Gokun'



One of the advantages of the CD-ROM format is that it is identical with CD-Audio. This means you can FM Towns can not only play back downloaded CD disks, but it can even, with appropriate software, use them as an audio source for editing and manipulation.

and as well as more familiar programs like Lotus 1-2-3.

Fujitsu have already shipped around 20,000 units of the machine in Japan - a tiny number compared to the millions of PCs and Pentium machines, but it's growing very rapidly. The main problem has been the speed of manufacture rather than lack of demand with most available models going into stock, for developers. The company hope to be able to sell around 100,000 and we can then expect the software base to expand.

However, one problem at the moment does seem to be the marketing policy behind the machine. Fujitsu are claiming that the FM Towns will be a computer for everybody ranging from kids through businessmen to business users. Compare this with the approach taken in Japan by Sharp a few years ago with their 386/486 - clearly marketed as an Apple killer and the very strongly supported.

Microsoft's competition is showing up with NEC introducing their own CD-ROM machine (the PC-9801) MC in 32-bit personal computer with a CD-ROM drive as a standard equipment. The machine uses a PC-type CD-ROM and also costs about half-price of the Towns machine. Though the price isn't as good.

There is no doubt that CD-ROM is the next age medium of the future. Lets hope the British market catches up soon with machines like the Towns, otherwise we may get left behind in the race towards truly advanced computer entertainment.



Last Actionation - 1.3 Gbytes of RPG



Mecha Pilot (32000) from Mamekai Play - composing, editing, and sampling with ease



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# NIGHTMARE ON SOFT ST.

John Minson looks into the past, present and future of horror software...

**F**ew four-pulse movies Adrenaline rushes to your veins. Four breathless quakers and the hairs on the back of your neck stand up. The flicks of fear: Isaac Korbali in *Frederick's* tortured condition; the precariously galloping tides of James Herbert; *Das Boot's* constraints of life on the other world; another monthly, *The Darkman*; *Incendies* on of Freddy Krueger.

Here is every form of every *Protagonist*. The great tale told by children. The *Golden* words made pages. The cinematic shocker that sent *Adrenaline* screaming behind their suits full computer games.

The first movie monsters were introduced to a few years ago. When *Freddy* returned

*The Evil Dead* for its first ever release in 1984 it turned the cult film into a blood-soaked eye-sear of *hey* sorcerer running around schizo-crazy rooms.

"Back in 1983 *Carl* *Doan* was one of the biggest films in Britain," *Freddy's* Peter *Stone* recalls. "And I thought it would make a great game scenario. You had the hero trying to survive the terrors. But we never got out to make a horror game to scare people." Which is so well considering the only survivors came from disappointed purchasers rejecting a computer wally.

Around the same time, *swelling* parents experienced an unlikely *Friday 13th* courtesy of *Concave*. This actually caused a near upsur

near the bloody bodies much as its box. Under *sunlight* the horror dropped them. Leading the program introduced a series of stock figures who just wandered around waiting to be a fool.

"Don't mention that," *Danmark's* *Solovus* *Wendell* protests. "At the *regain* contact level we hoped it was a piece that could make people *toasted*. I believe this can be done but *Friday 13th* didn't do a lecture we placed it in the hands of people who were *creatively* *incapacitated*."

So horror software fell off to a steady start and then, *generally* remained in *lightening* as *Camp* *On* *Surviving* over time. *Software* *houses* *just* *don't* *seem* *to* *grasp* *what* *makes* *a* *game*. The *visual* *boom* *might* *say* *horror*

## MONSTROUS PERSONALITY FREDDY KRUEGER ON HORROR SOFTWARE



**Q:** How did you get involved in the horror software industry?

**A:** I was approached by a friend who was working on a game. He showed me the concept and I was hooked. I had always been a fan of horror movies and I thought this was a great opportunity to bring that to the computer screen.

**Q:** What was the biggest challenge in developing the game?

**A:** The biggest challenge was creating a game that was both scary and fun. We wanted to capture the essence of the horror genre while also making it accessible to a wide range of players.

**Q:** How do you think the horror software industry has evolved over time?

**A:** The industry has come a long way since the early days of text-based games. Now, with advanced graphics and sound, we can create truly immersive and terrifying experiences for our players.

**Q:** What advice do you have for developers looking to create a successful horror game?

**A:** The key is to focus on the story and the atmosphere. Don't rely on jump scares or gore. Build a world that feels real and terrifying. Use sound and lighting to create a sense of dread and tension.

**Q:** How do you think the future of horror software looks?

**A:** I think the future is bright. With the rise of virtual reality and AI, we have the potential to create even more immersive and terrifying experiences than we have today.

**Q:** What are your favorite horror games of all time?

**A:** I love *Silence of the Lambs*, *Resident Evil*, and *Dead Space*. These games have set the standard for what a horror game can be.

**Q:** How do you think the horror software industry will continue to grow?

**A:** I think it will continue to grow as long as there are people who love a good scare. The industry has a lot of potential to explore new and exciting ways to tell horror stories.



Frankenstein from *Demons*. He looks a little more like a man...

route is to recycle the scenery of horror from other media.

The main lesson a film like *Demons* and *Passions* did in using generic images and grafting them Frankenstein-like onto an existing game format (Woodcock's *Flight Night* was Amosoft's inspiration of London with wholly made adventures using the known media. However much they hated you infected or spook techniques, they never cast a stone about the genre.

As Chris Elliott of *Edible Games* programmers at Electronic Arts forthcoming *The House of Shivers* puts it, "When you have an unrelated genre it's difficult to make something as rich and a half full formula. You can make a prototype but not beyond."

Not that it's stopped people trying. In the mid-eighties a pair of games, *Go To Hell* from the now-defunct *888* Software and *Powerhouse* by *Soft* and *Dark* led on the genre with a shiver (ag them up weekdays and you'll discover you have an stomach churning *Specter* game are unless you're particularly sensitive to artificial blood).

Even with today's high resolution resolution, graphic horror is not the solution according to Chris Elliott. "We got into the problem that movies have. People start become blasé. So you have to fall over yourself to be more and more gaudy to get the level of shocking return."

Chris, boss *Demons* Chambers agreed. "People have always used horror in exploitation and some people have taken that exploitation element and run with it." His solution was to launch a series of adventure games based on the classic monsters. *Frankenstein*, *Dracula* and *The Wolfman* plus the legend of the Mummy. Jack the Ripper.

Recalling the frustration of reading a horror novel proved more capable of varied scenarios than using cheap horror films. Though *CRS* still threw in the odd splashy picture of disembodied *Demons* in a top to the port boards. Chambers is quick to stress that the games were made like a series of exploitation titles though "These games are very solid but the quality goes with it."

His lesson is draw the distinction between *Demons*, the novel or resolution, and far

use the emotion of fear "I always thought that the *Demons* (Amosoft's experimental the genre was quite healthy. It's a question of ability and that's something that's generally missing from the industry. For me not about thirty but he was writing like me to have both in our software."

While the *CRS*, series and *Intensions* *Lovecraftian* *The Labyrinth* series set the scene adventures, a casual W strategy game demonstrated an alternative approach. Alan expanded under legs *Warhammer* label white lines. *Warlord*'s publisher *Hasbro* and *Blizzard* (briefly fitted with software for the *Star*).

Further title could be viewed as unworldly success but both succeeded in general key suspense rarely found in arcade or adventure games. In *Alan* you searched the ship for the creature while *The King* followed the road

closely as you investigated the mysterious rabbit killing.

Both were played in real time forcing you to react quickly. Despite schematic graphics *Alan* was not a cheap sound effects such as a squeaking gate, were added to good effect and the subtle appearance of the alien as cat, crouching through the screen provided suitably disturbing cinema as you prepared to meet your victim... or if best avoided.

#### 10-BIT INDUSTRY

*Warlord* has progressed from those 8-bit adventures and the larger game is currently undergoing a reworking of a renaissance, or should that be renaissance? Electronic Arts is about to release a horror role playing game based on the world of classic horror writer HP Lovecraft's love food. And *Intensions* has launched a later revision to *Love*.

Alan Woodcock the brain behind *Warlord* has been involved in software since its earliest days producing traditional text adventures including the widely lauded and highly profitable *Colossal*. Moving with the times for a now producing 32-bit games like *Warlord* of the Labyrinth.

"I noticed that a large % of games that don't drive adventure in being well in the market but I thought that they're better text and story.

Computer games allow less time to develop an atmosphere than a film. Woodcock admits that he has to hook the player within ten minutes of they'll be something else. However in



Alan from *Warlord* Woodcock - they're still concerned about this one.

## GETTING PAST THE CENSOR

When *CRS* released its horror adventures it opened another vein of muggles. Cinema Chambers interpreted the 1984 video *Horror* *Age* (VWA) introduced as a result of the video market score as into video computer games.

To this day Chambers insists that what he did was mostly follow the letter of the law that a computer game was (at least the ACS) a video work. Any series of visual images (text or without sound) is produced electronically by the use of information contained on any disc or magnetic tape, and its shown as a moving picture.

The VWA stated that any such work had to be submitted to the British Board of Film Classification (BBFC). The body responsible for certifying films if "to any significant extent it depicts... (i) matters or scenes of or other acts of great violence towards humans or animals."

Despite the fact that an ACS can usually point out the letter of the law refers to moving pictures, the BBFC's general played *Demons* games, searched the

digital images, and passed judgment. The censor's members were asked to give a 15 year rule but the result is that the *Age* generally achieved the coveted 18, leaving 15 items on the video and on the shelves.

Nevertheless you get the idea that the BBFC is fairly unimpressed by the whole affair. A representative said "The four *CRS* programs were submitted voluntarily and probably did quite well in terms of publicity for them but we do not 'approve' them." As the word of classification can mean it *CRS* is a story to understand why there weren't a turn to follow *CRS* a lead.

However the letter is an important point. An *CRS* becomes a really a game which included fitted or unrelated sequences in a discontinuous nature varying would come within the letter of the law. But unless a game which can only be played in one, linear fashion, a game is interactive so has no fixed pattern. Could the BBFC make the distinction about a medium which is only superficially similar to their idea of *entertainment*? Can they and get



**Lonesome** takes from *Strawhead*—a game the company prefers to *Tempest*.

his monitor, discs which form the potential of lateral machines.

"Imagine if you have a player sitting in the dark with his fingers wired up to control upstairs and he has one by his side and the other by the window. Suddenly there's the sound of a tap from the window and while he looks to see what it is we flash something up on the screen."

"We're approaching it the same way as the desktop applications, a file. We've got a special language and it's written like a script for graphics, sound and data." Of course to produce the total sensation he requires the player's cooperation in turning down the lights, plugging speakers correctly and succumbing disbelief, but Woodruff believes that isn't too much to ask of somebody who's spent \$295-\$330 for the software.

The powers of software scientist Dominic Whalley and Pete Stone, both believe that someday games will have gained the power to exist as films or books. "The easier said is done," says Whalley, "but I'm sure a game has done that. I don't know how to do it though. I think that secret is a big element," Stone adds. "In principle I think you will be able to store people in the future but at the moment advances in technology are not great enough." Why, he, I decided to produce a more subtle product.

It's essential to *Tempest*, as video discs for Bruce Scott recalls. "We did some market research and found that horror is successful in all media, but we felt nobody was addressing it in software and you have to do something different in this industry."

Looking back to a few quality titles a year or later is about to follow up *Personal Night* came with Steve Woodruff says that they will be aimed at the *Leisure/Software* end of the horror spectrum. "You might find a deal in one of the games," he says. "But there won't be a sequel yet."

Instead he intends to reduce viewers with more restrained images. In *Personal Night* more you have to cut the fingers off a rat you to get a proper look. I wanted viewers to get more as they did it." Another influence occurs in the lateral game if you slip into the garden, where a flowerer brand his head. Suddenly the tree swings down and tears out your eye. The final image is of the bloody orb clamped in its claw. Can he be reborn?

Woodruff defends the genre by referring to the covers of horror paperbacks and the content of comics like *Heavy Metal*. Today's viewer expects his horror to have, well, guts. His primary concern is suspense though. "It's like a film. As the viewer walks down the stairs with the lights off you want the audience to go, 'Oh, oh!'"

## LOVECRAFT, HORROR, AND MADNESS



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**A** new talent release brings the quality of Kick Off to the art of football management... As the newly appointed Player Manager and international class player, you take charge of a third division club with just one simple objective: long back to the glory days!

Player Manager is split into four distinct operations: playing skills of the manager (in pitch action using a modified version of Kick

Off), managerial skills (set the right tactics and players to form a winning team), tactics (choose from four well proven tactics or design your own) and combinations of defence and offence and players (over 1000 players to choose from, each with their own attributes like shooting, pace and aggression).

And that's just for starters: after tactics to be taken into consideration include injuries and disciplinary problems. But who said

it was going to be easy?

Player Manager is available now on ST and Amiga for £19.95 each - with Spectrum Amiga and C64 £29.95 each. Kick Off also costs. Meanwhile, Kick Off: Amiga are hard at work on Kick Off II - and they're eager for suggestions from current Kick Off players. For your suggestions on the postcard along with your entry form it's easy - they don't count in the competition!

## Video your local football team and the Big Match with this Sony CCD-F250 Camcorder



The Sony CCD-F250 is the latest addition to Sony's extensive, and award winning, camcorder range.

Featuring a 16 power zoom, 10000 stills facility, high speed shutter (1/500 - 1/4000) and 7 sec capability, the CCD-F250 camcorder is designed to introduce the joys of video photography to a wider audience...

## THE SECRET OF SUCCESS...

To hear details put your grubby hands on a Sony camcorder - come in a football shirt or a copy of Player Manager into your video? Easy! Just answer the following questions:

1. Which football team won the FA Cup in 1987?  
(a) Liverpool (b) Arsenal (c) Tottenham

2. Which football team won the FA Cup in 1982?  
(a) Liverpool (b) Arsenal (c) Tottenham

3. Privately tell us which one you've been fortunate to witness or witness in the month of ACE, and your two LEAST favourite one then. Don't worry - there are no right answers for this question. We just want to hear your views - and wherever you say we'll try to win effect the outcome of the competition.

Please send your answers (in BLOCK CAP) FALSO to the back of a postcard. Don't forget to include your full name, address and telephone number. DON'T forget to include

the following details: your computer and your favourite football team.

Send your completed postcard to:  
**ACE AMCO COMPETITION**, Priory Court,  
20-22 Farringdon Lane, London EC1P 3AU.

### THE PRIZES

The Sony CCD-F250 camcorder will be awarded to the first entry giving the correct answers to questions (1) and (2) drawn at random from the entries received prior to the closing date. A football team shirt (of the winners' own team colours) will be awarded to the second correct entry and a copy of Player Manager will be awarded to the third correct entry drawn.

### THE RULES

- The closing date for entries is 7th December 1987.
- Employees of B&N, AMCO and SONY are not eligible for entry.
- The editors discretion is final and no correspondence will be entered into.





# OUT OF THIS WORLD

## TOWER OF BABEL

At the height of its power, the Tower of Babel was a magnificent structure that reached into the sky. But when God decided to confuse the languages of the people, the tower was abandoned and the people were scattered across the world. Now, it's your turn to build the tower again. You'll need to gather resources, manage your workers, and defend the tower from the forces of nature. Can you rebuild the tower before it's too late?



SMOKE  
THE  
ONE



## WEIRD DREAMS

A dark and twisted world of horror and suspense. You'll need to survive the night and uncover the secrets of the dream world.

Imagine a world of light and shadow, where the boundaries between the real and the dream world are blurred. You'll need to survive the night and uncover the secrets of the dream world.

Survive the night and uncover the secrets of the dream world. You'll need to survive the night and uncover the secrets of the dream world.

## MASTERS OF STRATEGY

A DIVISION OF

MICK HOUSE SOFTWARE

Mick House, Unit 1, Houghton Road Industrial Estate, Tetbury, Glos, GL20 9W





**Pig Fish Bear**

This is a composite of four transparent: a pig's head, a fish in a plate, a bear's snout and a cat in a glass cupboard.

Oil in America have long been assisting into the power of visual communication or 'perspective-transparent' as they call it.

Today's medium which is so already open to colour should be approached with care. The painter is not only as limited as the imagination. It would be interesting to have seen an artist submit the system to their own ends. Only the full set of technology not technology by itself.

Richard Scorsone can be found at the Photographer's Gallery, 565 Great Newport Street, London WC2E 8RF (0171) 272 and Nov 4



**Optical Illusion**

Assisted from several transparencies and an existing, each of differing perspective, to create a complex montage, attention is drawn to colour in the way that even the highlights on the solid objects suggest that all the light has originated from the same source.



**Heat and Shadow** - David Scorsone

This artist is content for the way to take images and manipulate them, often by recombining them. Using the Crayfield he was able to take two transparencies and then using the paint system to create the forms and create a clear colour.

## THE SYSTEMS

Sophisticated computer imaging equipment made all the pictures in the world for possible. Artists were offered use of a Crayfield Imaginator II Quantal Graphic Paintbox and a Scorsone Imager System. The Crayfield is based on a 280 PC with a colour scanner and an 8000 line per inch light modulation monitor. With a number of transparencies in memory (a 10"x10" will fit) approximately 40 million bytes of data) the options used to cut pixels, define and superimpose. A paintbox of a staggering 8 million colours means that images can be retouched in any colour imaginable. The finished image can be output direct to a 20"x20" transparency. An Imaginator II will set you back about 150,000 if you're interested. The system is currently in use on Today newspaper and Time magazine.

# POWER DRIFT





## IN POLE POSITION...

### It's fast... It's furious... It's POWER DRIFT!

Choose from twelve wacky drivers, like Jason the Basher or Speedy McManiac and... the great way through BT tracks is Power Drift!

Power Drift gives you extra control over your kart, letting you drift, track and wave goodbye to your opponent!

Four overflows of mud... drive through the desert, slip through an snow-covered tunnel and race your way through the night to face the final lap!

### CRUISE! Power Drift keeps you right!

If you're feeling for a massive header to your kart and enjoy some 1-2-3 drifts, you'll love it! Bump back down to earth!

Full game action... get your kart in the lead and get it back to the winning post!

# ACTIVISION

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# INFESTATION



## INFESTATION

Are you ready for a new level of realism in computer games? Are you prepared for an absolutely exhilarating experience you will never forget? Can you cope with super-real solid 3D vector graphics? Will you venture into the unknown, alone, and armed only with a single pulse rifle? Can you overcome the IMPERSTATION?

**INFESTATION** takes computer games to a new level of realism. It creates a complete environment seamlessly rendered in super-real solid 3D vector graphics. You are completely free to move within the game world, examining and manoeuvring objects just as you would in a real world. And, as a really good war net game, only unlike those on Earth, the other occupants of this world's world are not very friendly at all.

Your task as Kai Soter, Agent of the Interplanetary Federation, is to travel to Alpha II, investigate and end the alien threat. Your mission will not be an easy one. As well as the vicious alien and its eggs, you will have to deal with hostile droids and computer systems, radioactive areas, and things unknown.

**INFESTATION** is a truly atmospheric experience. Don't play this game when you're alone - it may well be your last.

Screen Shots from the Atari ST version. AMGA HEARS OF C&A 82

**PSYCHOSIS - GAMES PEOPLE PLAY**



**PSYCHOSIS  
FREEPOST  
LIVERPOOL L3 3AB  
UNITED KINGDOM  
Tel: 051-709 5755**



# SCREEN TEST

## PIC CURVE POWER

The PIC - Predicted Interest Curve - is the most sophisticated reviewing tool around. Here's why...

The curve is divided into six sections, indicating the player's estimate level after one minute, one hour, one day, one week, one month, and one year. But the real test is not in that just what your interest level will be 60 days from now (although that's certainly important in itself).

For example, a high one minute rating means that the game must look fun, fast and get you off excited from the word go. That means it's probably a good game to check out for the next hours - after all, they probably aren't going to pay attention for much more than a minute, after which they'll go back to drinking coffee and making such remarks about those awful board games the last year they played.

The minute, hour and day ratings can tell you a lot about a game too. If there is no hour followed by a two, you've got a game that may take a bit of getting into - not recommended if you like to get down to something quick and easy. Alternatively, the graphics may put you off for a while, and the gameplay starts to drag. Check out the PIC comment for more details.

Finally you've got the month and year ratings. The better a game holds up from the first day to a year, the more deserving it is of your hard earned cash.

PIC rates are calculated before a lot of playing, and the rest of the PIC estimates. PIC curve analysis is an art in itself. The reward is knowing just what you're getting when you make the decision to splash out on a board game. Don't forget *Strategy*, or *It's About Time* - just one of the month's excellent examples of today's software technology.

### PREDICTED INTEREST CURVE



PICs give you more than a rating - they measure the entire life of a game, year after year.

Star Trek V - the biggest confusion on page 52/53 as the Enterprise boldly goes over the top once again...



### DON'T FORGET THE UPDATES!

PC Center Continued is this month's Truly Great Companion, but then *Star Trek* for the IBM will be something to really watch either. Check out page 100.

# THE AGE REVIEWING SYSTEM

### AGE RATINGS

The latest feature to be added to the system is the new rating system. This will allow you to rate a game in terms of its content. The rating is based on the game's content and is shown as a number from 1 to 5. 1 is the lowest rating and 5 is the highest.

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We don't review anything until we are 100% certain that we've got it right. We're obsessive about thoroughness - see you can too!

Approaching stars at warp speed.

**DAMOCLES** is a pure comet hurtling through space on a direct collision course with the planet Eos. Having successfully escaped from the planet ring in Mercury, the player must stop the comet from colliding with the planet in three hours time.

To have played Mercury is an advantage as the game play structure is similar and you can reuse the items that you collected on Eos and still have in the new game. It is not essential though — as Damocles is a real contained package.

The first thing that will strike you when Damocles performs its breath taking opening sequence is the quality of the 3D effects. Paul Walker has employed on the 3D solid vector technique employed in Mercury with greater speed, smoothness and detail. The excellence of Damocles graphics — with its smooth landscapes and architecture provides further an



# DAMOCLES

Trouble with Novagen comets

imals of David Braben's founder of EA and Wind claim at last month's ACE that there is still a long way to go in 3D on 16-bit console PCs.

Paul Walker was one of the people who pushed the limits of 32-bit 3D gaming. Damocles will do the same, in the 16-bit arena — though Novagen insists that it's not going to be able to emulate the game design on 16-bit



32-bit 3D is a major achievement.

machines. But when for the loyal army of 32-bit gaming Mercury fans.

Novagen claims that "if Damocles had a core for the mechanics of flying, it would be the best 16-bit flight simulator ever". What you are flying into one of the Space Centre's as one of the nine planets is orbit around the star Solis. It's difficult to dispute the claim that whether Novagen's claim is true or not doesn't really matter as the main attraction of Damocles is in the game challenge itself rather than in the speed and volume of its 3D graphics engine.

Like Mercury, Damocles has a large chunk of adventure in it. There is no cut way of stopping that comet. There are a number of ways of doing it — some easier than others — even one that enables you to prevent the col-

lision seconds before it happens.

The similarity with Mercury and with adventure games ends in the use of objects. There are dozens of these to found and scattered on the nine planets and their 28 moons, and you will need to use a good deal of them if you are to prevent the catastrophe on the beautiful watery planet of Eos.

When an object is picked up it appears in the Damocles window at the centre of the ship's control panel. Instructions on how to use it can also be brought up in this panel. To say too much about the combination of objects and how to use them would spoil the game — but as an illustration of the type of objects and their applications there is the camera. You can use the fully taking remote control over it if you so desire. You may want to set up surveillance on one of the moons to watch the progress of the comet. This is possible with the video camera. You may even want to watch the catastrophe taking place if you have failed in your first attempt. This is easily done by placing a camera on a nearby planet or one of Eos's moons.

It is also possible to take remote control of the ship if you wish to watch it performing a landing, bring its launchers to something, or simply flying into a star port.

Explorations of the buildings is a large part of the gameplay. There are a lot more of these than in Mercury and they are all much bigger — many of them with the stacks or corridors, windows and doors.

Some of the more notable buildings are the multi-level space elevators, as it isn't really built against the back drop of the setting sun, parchment building, tent, shops and space centres. The really neat thing about the buildings is that you can peer out through them at

## PREDICTED INTEREST CURVE



Damocles is an open and easy to get into, but a challenge that you can do in different ways, ignore if you want to, and still enjoy.

## 32 BIT VERSION

Novagen has improved its 3D to levels of Damocles. The same 3D may not be the best one to be found — and without any loss of accuracy in the graphics. The 32 bit to support powerful 3D graphics is suitable for the more powerful PCs of the market and the 32-bit version of Damocles — all of which it handles extremely. Colors are vibrant and coloring. Great, though some use of sound.

GRAPHICS **B** NO FACTOR **B**  
 AUDIO **D** FUN FACTOR **B**

AGE RATING **ESR**

## RELEASE BOX

IBM AT	CD-ROM	IBM/AT
AMIGA	CD-ROM	AMIGA/AT
IBM PC	DISK	IBM/PC





The Professor looking: where you will be lured by the president

any time and see the world just as you left it. If you park your ship out onto the bar, you can look at it from the window. The relationship of objects to each other is always accurate - however small; you manipulate these views, it is this that makes for a totally realistic world. A world that looks the same from whatever angle you explore it. The best direction of eye, in the ship window. If you go inside the ship and place a table in the air,

how you can then come outside of the ship and see the table exactly where you did it. That may not sound like anything that marvels you - but when you consider that it is all happening in 3D, without any sort of the disk drive interruption of the screen action, and maintaining the position, if at all the other objects on screen relative to the table and everything else in the picture. Then you can understand that this is a priority system for

more powerful than anything else like it. There isn't really anything like it in fact - even games like Demolition Man. This doesn't have the control over objects that is possible in Demolition Man.

Time is very important in Demolition Man just because seconds are ticking away before the comet crashes into Earth, but because time "travels" from planet to planet and around individual planets, it is weighted against the size of time that you have to achieve the mission.

Very often a great way of the beginning of the game, you have to discover the planets and stars, as you explore the planets and cities. The cities themselves have interesting road networks and there are long vehicles to run if you so desire. I preferred flying, but over the roads, but race fans might enjoy a bit of something along the star-roads.

To help you unravel the mystery of Demolition Man and stop that comet you have your old friend from demography along with you - Sanson the 18th generation PC.

Sanson communicates with you through a message pane on the ship control panel. He has stacks of my observations, facts, clues and missing codes - which help to lighten the slightly lonely, solo world of Demolition Man.

Demolition Man has everything - like that it is everything. The fun of exploration, a totally believable world, a tough challenge and even the old bit of flying. It could well become an all time classic, as fast as the Premier League with games like Falcon, Commander and Elite.

By James Lowy

# INTERPHASE

Image Works dream of a game

**NEUROMANCER** created the inspiration for Interphase. The famous cyberpunk world of Silicon Dreams, created by the cult sci-fi novel, a virtual Interphase is all about.

The game suggests a world where the wired circuits have given up all computer games, given birth to the latest, these parks. And these (wizards) and turned virtual to the interconnect networks of the Dream Tracks and Dream Recording.

The DreamTracks are the play missions of Interphase. Specially recorded by the big corporations of the future to keep the masses safely engaged in pointless leisure so that they can be more effectively exploited - it is down to you (Shard) to get and destroy the Master Track to end the subliminal thought control.

What this experience, if successful, game means gets you into it. It's an exciting adventure - a new, hard and rapid challenge on the face of the Silver Fox Outdoors.



The blue grid map of the Dreamtrack Complex

The advantage Interphase has over those two games is its ability to switch out of 3D mode into a 2D map and control screen - where you are given instructions and informa-

tion on screen that you have to look out and eliminate.

The map and information screens are a delight. You can zoom in and out of the blue

RELEASE BOX		
ATARI ST	Q4 1994	Available
AMIGA	Q4 1994	Q1 1995
IBM PC	Q4 1994	December



► Clicking to go the blue path.

irregularly. Some of them can be taken out with straight laser fire, while others require a visit to be for looking into them before they can be eliminated. You can also duck into certain security devices and alter them from within or simply move them out the way with your tractor beam.

To help you find your way around the computer there is a "Navigation Device" to guide you to the object you need to work on. This works by a system of directional arrows on your fly, but green arrows appear when the data "Navigation" onto has been reached.

You can fall your tractor to coming out of traps, or if your partner is caught by a robot or steps onto a high wall, you have it is therefore crucial to read a constant check on

the girl's progress and whereabouts using the blue grid — so that you can protect her and clear the path for her, and guide her safely to the MasterTrack.

She is carrying a vital computer which she can use to send messages. (Of course, you cannot communicate with her directly and of course, the DreamTrack computer will also be aware of any messages she sends out. It is therefore essential to proceed quickly at carrying out messages.) You have to constantly monitor what is going on and react to it if you are to succeed in your task.

The various objects that protect the DreamTrack computer are excellently drawn and there is a good one of her to be had when you first get the game just following them around taking messages of them and working out what they are all for. (Hardly anything is there and by then there are "breakers" for example in screen protectors that you can manipulate to guide your partner in the right direction. Closing them constantly during

#### PREDICTED INTEREST CURVE



Interests to flourish. A good number of hours, some games, and work on strategy will be required to destroy the MasterTrack.

#### AMIGA VERSION

A good movement of some 50,000 objects and faces have enhanced the strange world of this game. The new vector graphics work smoothly and accurately and combine lots of detail with plenty of animation.

GRAPHICS: 90 PERCENT  
 SOUND: 95 PERCENT  
 ACE RATING: 9.5

and to look at other objects within the dream track, such as a surveillance camera or a security door — click on the mouse for more information and you are given an extended 3D view of the object with a point out of information on that object. You load this information if you are to get anywhere at all. The blue part scrolls, also enable you to communicate with your girlfriend who has penetrated the system, use is attempting to steal the control interface so that it can be destroyed.

Flight controls are implemented via the mouse and they do take a bit of getting used to. By pushing forward or back — and taking

► A generator - use it to top up energy.



The Tunnel system. You must survive this to get into the DreamTrack.

your tractor to and off the mouse button — you can fly forward, backwards, accelerate, decelerate, bank left, right, or stop. The taking is very much of a flight-sim as you explore the events of the DreamTrack computer system.

As well as all the controls that you will have to take out all connections to get your partner's route to measure them are also stacks of ground delay and infinite defense craft controlled by the computer. There are your



## DAMOCLES VS INTERPHASE

Damocles and Interphase both feature some of the best 3D graphics currently available in 16-bit games. They are the new entrants with *Starfighter* and *Interphase* stepping down the pecking order. Both offer an absorbing strategic challenge, both offer nice view-reviews, and just about every magazine you pick up this week the same and are both on the shelves of your local software store about now. So which one do you spend money on? Well, the magazines will pop out on this question — raving about both titles, with the frequent suggestion that you should buy them both. This is of course a luxury that few of us would afford. So at AIG we will not conveniently avoid a comparison that we don't really need to be made. We think *Damocles* is the better game for the following reasons. It is a much more involved game. There is no set way of winning — indeed you can still play the game and derive a great deal of enjoyment from it even if you gain the correct heading towards the planet. This is in packed with events that you will discover slowly as you play it over a period of time. *Damocles* is also far easier to get into, but enough so to be a test of *Interphase*. The comparisons of the speed of the 3D techniques are not really relevant as both games achieve the highest possible standard in this department. *Damocles* may be slightly better, but this too is a matter of pure taste. The main reason we put *Damocles* ahead of *Interphase* is because of the quality of the game design — more and more enjoyable, absorbing and ultimately more rewarding.



Security alert to next level!

of drills that it is possible to close down and energy sources that you need to locate to replenish your jet supply.

What is particularly nice about the various structures and defence systems inside the Damocles computer is that almost everything has moving parts. The effect is of a factory in total production. The reality of most computers is the complete absence of this of course, as they are in reality a static electronic world of circuits and chips. For the effect of *Interphase* is truly convincing. Despite this, a sort of control electronics world out of control — which fits exactly with the concepts of the game. *Interphase* is a fast and fun-out challenge. You need to think

quickly and you get a genuine feeling that the computer you are competing against is thinking really quickly.

Like *Damocles*, *Interphase* has had two years of intensive effort spent on it. Graphics are state of the art 3D and the gameplay and plot have been thoroughly worked through to provide an absorbing, taxing challenge that is sure to stack up with *Blade* and *Speedball* as one of those World Best Games to date. Highly recommended to gamers who want all of the benefits of great combat with a cerebral element as well.

© Eugene Lacey

## SOCCER MATCH

# NEW DANGERS

FREE  
WIN A TRIP  
TO ANFIELD

OUT IN OCTOBER  
ON ATARI ST  
CBM AMIGA



# IMPRESSIONS



# STAR TREK

**STAR** Trek has a storied past as a computer game, which is odd when you consider how closely based the *Trek* storyline is, and how much space there is for building games around the *Trek* legend. *Trek* was responsible for the biggest *Trek* product of all with a game that seemed to get lost in a black hole as a mediocre effort — emerging about four years too late to universal indifference.

The good news is that Mindscape have finally unlocked the potential of *Star Trek* with this new game, based on nearly the same time as *Star Trek II: The Wrath of Khan* — unfortunately just being for a new *Star Trek* computer game.

The game is based closely on the storyline of the film. The episode *Vulcan Skyhook* has taken command of the *Enterprise* and is clearing her way through the Great Barrier to the center of the galaxy (Barbar) and lots of things. *Enterprise* is pursued by a Klingon Bird of Prey, closing, it was total and burning its way.

In *Captain Kirk II* it's your mission time. You're to deliver three Ambassador to a safe planet, interacting with your crew — Scotty, Spock and the insubordinate Decker — you

MINDSCAPE boldly  
go where most  
softies back up.



have to take decisions quickly to survive the motion. Advanced control of the *Enterprise* is possible with a single, automatic style manual exploring all of the systems of *Captain Kirk's* *Enterprise*.

The key controls, requiring careful monitoring, are the weapons systems — Phaser, Photon Torpedoes, and Shield strength. The status of these is represented by bar graphs on the *Enterprise* main control panel. Each of these has its own targeting system — and the tool needs to be fully understood to deal with the various enemy ships, but *Enterprise* will automatically identify enemies.

Various engineering displays and Power Available meters can be checked to make certain of your trust status before taking an action and — if things look really bad — you can rely on Scotty or Spock to appear on the main display in person to point out any dangers or problems.

The first problem for *Kirk II* to deal with is to maximize safety for *Enterprise* through a 'beam lock' close to the great Barrier — with minimal energy available on board. The 2

As you can see, the graphics on the PC version really do the game justice.

## RELEASE BOX

STAR 87	CD-ROM	EMULATED
AMIGA	CD-ROM <td>EMULATED</td>	EMULATED
MAC	CD-ROM <td>EMULATED</td>	EMULATED
IBM PC	CD-ROM <td>EMULATED</td>	EMULATED

## PREDICTED INTEREST CURVE



There is enough to it to keep you coming back for more a light year.

gold practice is steering the ship — the 3D effect being created by a series of concrete lines emerging from the screen passing deep into the ship, creating various damage to Enterprise should you collide with them.

It is not all bad news in the "Warm Holes" though as you might spot some Eddiwee Gynoids floating in the void which you can tractor beam aboard to replenish your energy supplies.

## PC VERSION

For those that like Amiga and CD in their veins, Star Trek is a pretty good-looking PC game. It's the thing though — and I thought it would be something and something more of fun. For the most it should emulate an whatever system you have. Amiga for example, and as indicated by some strategy magazines for example else, the way it looks is the word — but that's the PC for you.

GRAPHICS 9 3D FACTOR 7  
 AUDIO 4 FUN FACTOR 5  
 AGE RATING 000

Not all of the action takes place aboard ship which provides well come relief from maneuvering at all Enterprise's systems. You will in fact find yourself in hand-to-hand combat with the Klingon Commander Kruk on the planet of Qilka Ka Poo. Kruk is a tough adversary — son of the first Klingon Commander — but you must be careful not to let him capture you instead and bring him aboard the Enterprise to track the "Necessity of the Surface".

The Klingon God of Pity is an awesome ship — far larger than the Enterprise and aimed to the south. One of its broadest measures is to lay a Gravitic/Polar Minefield around the Enterprise — requiring a careful use of telescopic sensors, and holographic controls. To take a hole in the GPM to escape. To practice some of the trickier maneuvers required to land the Klingon challenge a Mission Director is provided.

One of the best aspects of Star Trek IV is the feeling of command over the Enterprise that is created. This is something that the main interpretations failed to achieve. It is the



Star Trek IV — The plot of the computer game of the movie begins to unfold in glorious technobabble (see B&B in this issue).

feeling of being, finally, and Spock that make the crucial difference — as well as the number of orders you can issue. Finally for example, can be ordered to Stand By (Gross control already and avoid further orders. Fire At Will, Fire or Gorman Phasers, Blast or Lower Shields, Aye Photon Torpedoes, Damage Control, Effect immediate Report or Report Last Statement.

A smaller level of sophistication is completely possible with other key staff. You



It's a new great captain — the employee always takes any more? (Classic Trek-like stuff as finally gets down to work.

really feel as though you are in charge with the safety of the Enterprise resting on your shoulders.

Especially Star Trek IV is superior. From the video into motion with its pretty static screens that set the scene — adventure game — right through to the attention is the game itself, a high standard is maintained.

The film may not have won major accolades from the film critics, but that was I consider a pity to computer owners. Trek-like — as this is easily the best introduction of Star Trek yet. Microscope have successfully gone where plenty of other software houses have neglected going — and emerged without Klingon egg on their faces.

© Eugene Casey

We're far pasted — Top, We Star Trek command us the line with your release.



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# NORTH &

Strategic  
coo-la-la  
from  
INFOGRADES



# SOUTH

**BASED** on a series of Belgian comic books written by Leo Vanhuyse, *North And South* is an interpretation of the American Civil War. The chance to play either "Union" or "Confederates" is yours with the battle taking place during one of the four years of the war at one of three levels of difficulty.

Whether a beginner playing from the cut set (not that this is a conventional magazine and squares affair) or a wily veteran ghost rider in the big leagues the title has, and does also no fudge the action screen photographs but looks with you wonder for a touch of evidence of the general ideas of the game. It's interesting the comic to computer. Infogrades has managed to capture the humor and throw in an extra marketing feature for good measure: namely an abundance of jargonistic, hip sound effects.

Good movement and most of the strategic decisions take place on a single screen step at relevant financial times with the objective of removing the opposition from sight. Your priority is to occupy enough territory to establish a self supply line and subsequently to your safe side to fund buy new troops. Disruption of territory established by enemy troops means war. If both situated equator of the side firing a shot into the ranks of the other is shown and the fighting commences.

Managing food soldiers, maintaining cavalry brigades with both land and cannon are at your disposal with control of each determined when appropriate. Boulders, trees, cannons and rivers disturb troop formations, but can also be used to an advantage. Out of all the North And South's arcade games the

battle sequence is the most amusing, which is fortunate as it's played the most often.

Very interesting, though is the fantastically swirling river to capture a fort when you make a river occupied by an enemy flag. A variation of *Warrior* (code) plays as you run, with each note corresponding to your foot steps, leaping obstacles and cannons and parading soldiers in the order of the day with a time limit represented by a "leaping" ball (not) ball against the clock face) back. The process of tracking an enemy train after occupying an area containing a supply line is much the same, only you perform deactivating traps from storage in carriage as an attempt to evade the traps.

Now of the sounds like gallop of ho, and it is. At least it is until the pairs stop being funny and it becomes apparent that there's not much room for strategic play, even when playing an strategic game like arcade sequences are played for you. The three levels of control, or controlled opponent represent a challenge, but certainly not in the big term. *Confederates* such as the Indians and Mexicans occasionally taking offense to military presence, seems (besides troop movement) for a month and supply ships to represent along forces are at very well, but none of these

aspects makes up for the small play area and limited scenario.

*North And South* is rich in visual and sound quality, a complete feel is prevalent throughout with solid points appearing in period. But there's just not enough food for the game, play playing was limited.

■ Brian Speiser

## AMIGA VERSION

AMIGA version provides a highly enjoyable feel throughout. *North and South* is complete with plenty of sound effects and, despite being a free for the time and space, it is a reasonable comparison to the best of the genre. The no price from Infogrades makes this the best.

GRAPHICS  10 FASTER   
SOUND  1000 FASTER

ACE RATING 721

## PREDICTED INTEREST CURVE



Further play area research, strategy, interest of all affairs, and... Infogrades

## RELEASED BY

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AMIGA CD ROM MARKET

IBM PC TBA TBA



# Blood Money



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# NINJA WARRIORS

VIRGIN try some metallic espionage...

**WHEN** I mention the name *Ninja Warriors* to you, your first reaction is bound to be "Oh, what? That's the amazing local emulator that used a three-screen system under DOS?" No? At all, *Ninja Warriors* isn't exactly in every arcade across the globe but it comes in many and a convenient one.

The world is as usual in distress. We've got doctors a fair as usual, overgrown the system and everywhere in usual form part. The country's only chance is its samurai all the nation's all - its usual - people wants to drive the short story. All the lowest man in the land is what that by one of the doctor's, but nobody answers or answering in four. Who can take it all.

In several levels *Ninja Warriors* that's who nobody knows how they came about or what their real purpose is, but one thing is for sure. You're the only one who can save the day.

As a game, *Ninja Warriors* is pretty simple. You are one of the 1000th samurai, in that sense with a limited supply of resources, who has to travel from left to right across six long scrolling levels before you reach the boss whom you have to kill. Along the way you can access loads of different enemies, including hand-to-hand who push a mean punch, fire battles with the power to disappear and appear at all and a massive demon back to take his life.

The graphics are arcade perfect, and for a game of this size that took some clever programming (see box).

In a few ways it's great. There's lots of variety both in the backgrounds and enemies, so it never gets boring, and it's fantastic knowing you can get a little further every time.

A fine arcade version that the people that brought you *Sekiro* and *Castlevania* Series 1 can't wait to see. *Dr. Dragon*.

■ Tony Oton

## BY VERSION

Based on 32 graphics, complete with a great soundtrack more suitable as game, and the music you'll find for your home play up to 10 hours. 1 to 1000.

GRAPHICS: 9 IQ FACTOR: 4  
 AUDIO: 7 FUN FACTOR: 6  
**AGE RATING: 000**

## CD4 VERSION

The graphics and soundtrack are not quite all the same, but the new soundtrack system has been changed. It's a great first game and a great one to play.

GRAPHICS: 7 IQ FACTOR: 4  
 AUDIO: 6 FUN FACTOR: 7  
**AGE RATING: 000**

## RELEASE BOX

GRAPHICS: 10 IQ FACTOR: 10  
 AUDIO: 10 FUN FACTOR: 10  
 NECTRAID: 10 IQ FACTOR: 10  
 NECTRAID: 10 IQ FACTOR: 10  
 NECTRAID: 10 IQ FACTOR: 10

## CODING CHALLENGE

Video Games being the perfectionists they are, were hit with a pretty tough obstacle when they started to program the graphics for *Ninja Warriors*. There were too many of them. The obstacle, for example, never repeats, so they couldn't reuse a lot for you can with that graphics, and so put place it in memory's memory bank for much memory, so this is what they did. By using a clever form of background, the game can load in areas of background and enemy sprites at a much faster, even really making the disk drive a limited access ROM.

We have used a similar method before on *Blaylock*, explains Don Warham from *Blaylock*. On the *Ninja Warriors* version, the game actually loads in the data and sequences as you are flying through the landscape. Of course, *Ninja Warriors* is a much improved version of that, and *Dr. Dragon* will be a much more improved version.

With so much extra graphics memory, *Ninja Warriors* had only been able to take of the background directly from the chip, and load them down to *Amiga*2000 resolution. They've also been able to take all the graphics, complete with all frames of animation, and a few more bits of sound effects. What you end up with is a very high quality looking game.

## PREDICTED INTEREST CURVE



The graphics of the CD4 version give the coding team difficulty, but makes it just a little longer, giving it a much longer life.



# OMNICRON CONSPIRACY

IMAGEWORKS conspire to bring US humour to British adventurers.

**THERE** seems to be a trend in the states at the moment for copy adult adventures in which the emphasis is clearly on light-hearted comedy and offbeat humour. *Santa Claus* has probably captured the genre to a greater extent than most death-squad-themed, wish-fulfiller *Looney Tunes* Lems.

Now First Star Software have made a contribution with *Omnicron Conspiracy*. This takes on the persona of Ace Powers, a star police captain who has been assigned the task of investigating an inter-planetic drug ring. You begin aboard your ship, where your FBI, off-world Automob Lead informs you that your presence is desired on Oon by the planet's chief of police.

After arriving at Oon you are escorted by the rather short-tempered Lieutenant Dink to the Agency which takes you to the Chief's office. Once there you are given the full story. The previous agent investigating the deal drug ring has gone missing. You must pick up the trail and bust the dealers. From here on it's up to you to follow up on the clues that are literally strewn in your path.

Like the Screen Adventures, *Omnicron Conspiracy* is fully animated. Movement is achieved by some other joystick or keyboard to get your character from room to room. Unlike *Santa's* staff however, there is no text entry — all decisions are made by selecting options from a menu. Move into an object or



ACE stands on the bridge of the Falcon with his trust P.A.L., and the previous character lurked safely away to the heavens.

character press Enter and a menu appears with two or three possible courses of action which change depending on your previous. One of the most useful options is *CONTROL*, which allows you to gain useful items from anyone you might encounter. You have ten pockets which can be used for storing collected items, although your *ALSMILL* Automatic Laser System with *Energy Light Lead* should occasionally occupy one of these if you want to last long. Activating any of the six pockets again calls up a menu of options.

Finding uses for most of the objects is not too difficult. There are also one or two in there that are just for fun. By popping into the OS menu on Oon and entering a disk into the OS player (by far the most useful item in your arsenal) this can be set to either save or kill. Good like the old Star Trek games.

Remember other characters in *Omnicron Conspiracy* are not only friendly but also the great danger that you will meet with. Each has the same treatment, I was most effort



Big! Lots of dead gross men in the hallway... need no less some party!

of when you wander into a bar, I was amazed at its sheer ugly gross guy whose idea of a drink getting into a few bars only in the city. Fortunately if such a drinker should miss your PA L. dead can when you look to the top and then you massaged by the hand good. Following a successful mission, I marched straight back to the bar and had the big labor for could get a word as anyone may carrying about.

You should actually find yourself taking the first part of the game quite easy but the drug bust is only the tip of the iceberg. There are a lot of further missions to be solved before you've properly completed the game.

I quite liked *Red October*. Considering the very American language does grate from time to time, but on the whole the game is good for the practical interface that has been used in favour of fast entry is going to make the game accessible to the sort of people who otherwise wouldn't touch it with a barge pole. The graphics and animation actually have a slight edge on the genre games, although the sound is severely restricted. This is certainly not going to be everybody's cup of tea, but if you're not turned off by software that has a very American feel to it, then it should be worth a look.

— Laurence Scotland

**PC VERSION**

The animation and graphics here are not as smooth as they get for the game's very efficient look. Given a fairly limited set of voice clips it sounds like PC games. It does well though and should appeal to some people that a lot of alternatives.

EXAMPLES  IQ FACTOR   
 AVERAGE  PER FACTOR

ACE RATING 7/10

**RELEASE BOX**

STARTER	CD ROM	SPRING '91
EMERGE	CD ROM	SPRING '91
NEW PC	CD ROM	OCTOBER

**PREDICTED INTEREST CURVE**



Should provide reasonably challenging entertainment for some time.

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# DOUBLE DRAGON II

**AFTER** the truly appalling home computer version of Double Dragon II seemed only right for Virtua to knock the dust of the original on the floor. Sadly though it was a case of an already bought ticket no return.

Once more the Double Dragon duo set out to right wrongs and rescue people by using their immense kung-fu skills to cause as much damage as possible usually to the street gangs. At their disposal they have flying kicks + boxes of punches and a rather nasty kick + which leaves the opponent with their eyes bulging if you get the timing. In order to progress you'll have to beat their members as the duo may be scarce members of the gangs. You need to be scarce members with dragons. Once and a while there's a game looking for the Dragon. It's possible for them to pick up weapons delivered by broken opponents and that you then collect punches. If anything too much is the more effective move but the ability to do other weapons helps break the monotony.

Another feature which helps to lighten the game is a little routine which allows you to get your own partner + taking. Unfortunately look + it's of the Dragon's brethren wander on to the + you find time to have to exercise yourself. After spending in the wrong place being on the road's right leaving.

Each level is a traditional left to right routine with 4 steps and of level bad guy. In some cases bad guys don't have their hands to reduce you and your partner to pulp. If you should win the game there's still a go to the next level with a very similar selection of battles, very similar indeed.

The differences between Double Dragon and its sequel in the sequel were only minor + the workings of the controls had the change

The Virgin Master-  
tronic game that's  
twice as hard

RELEASE BOX		
NAME BY	DATE	MARKET
ARCADE	1987-1988	AMERICA
SPECTRUM	1988-1989	AMERICA
AMSTRAD	1988-1989	AMERICA
ORIGIN	1988-1989	AMERICA
IBM PC	1988-1989	AMERICA



which had to take place on the computer was soon revealed to be erroneous. Thankfully Virgin missed the potential of this game for a few more months and appear to have pulled out of

the shoot. The graphics have been greatly improved now larger better defined, and smoother. When there are a lot of characters on the screen the action hardly slows but it's the action that proves to be one of the better parts.

No inside work has obvious advantages over a home computer therefore games which appear in your local arcade are going to be first and therefore share any concerns in the case of Double Dragon II the arcade game featured very smooth moving sprites complete animation routines and more colour than the 16000 versions on the other hand have had to have the colour reduced some of the graphics harsh and fails to play as fast as the original. Long and full of the time, feel which made the arcade machine such a hit, it's in terms like this that a game is not so much a computer game as a game.

People who are not familiar with the arcade version should give it a go as it provides lots and lots of entertainment. Best of all when with a good few paper models. Hard core fans of the concept are unlikely to be impressed though.

Mark Fisher

**ARCADE VERSION**

Double Dragon has a lot of fun in the original + it's in many ways the best to play in a world where the best. Unfortunately due to the lack of the competitive effect of the hardware, the shot is somewhat less. And the arcade cost of the original version is high.

MARKET: 7    IN FACTOR: 3  
 RATED: 4    FUN FACTOR: 7  
**ADE RATING T20**

**BT VERSION**

One of the best and one of the best. The graphics are the best in the BT version. The graphics are the best in the BT version. The graphics are the best in the BT version. The graphics are the best in the BT version.

MARKET: 7    IN FACTOR: 4  
 RATED: 6    FUN FACTOR: 7  
**ADE RATING F25**

Kick, punch, and generally make a nuisance of yourself in Double Dragon.



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Enemy aircraft in view and just about to be blasted with Mavericks' missiles.

But Peter Gough hasn't included a device to keep even the hottest computer users interested: a mission design facility.

Another highlight of this excellent flight game is the design feature, enabling you to create and save your own missions every bit as complex as the various prepackaged scenarios that come with the game. Everything can be done even for the mission briefing.

Flight controls are simple, but responsive and convincing enough to let you lose your self in the game. Friend or foe, you can choose from seven different views, including a view from the Control Tower, one from inside an ally and one from your own plane. The view from one plane option is particularly nice — to see the foe completed and the target destroyed) to in each mode, just sit back and watch the show.

The aerial dog fights are consistent, but not the memorability and satisfaction of them. But this does not matter as the dog fighting is not the be-all and end-of-all-of-the-game strategy — it's a mere part of the mission, and the game is as entirely fun, entertaining and pleasurable as it sounds.

A thorough manual provides all you need to know about the various aircraft featured in the game. Good advice, rather than page after

page of unnecessary description and a quick and easy guide to get you into the action rather than putting you to sleep before you have your first go.

Fighter Bomber seems certain to elevate Vector Graphics to the top league of games development. They spend a long time on the one, and it certainly shows. The game puts the balance just right between convincing simulation and entertaining game, right in the middle.

■ **Game Lovers**

#### PC VERSION

All the graphics are totally convincing. They seem to fly, they turn and spin out of control. The game also never gets boring, depending on the way played on the power of your hardware. The weight of Fighter Bomber is an added feature. It's a real war and not a strategy game. The graphics are not just a nice touch, they are the heart of the game. Sound also is a nice touch. It's a real war and not a strategy game. It's a real war and not a strategy game. It's a real war and not a strategy game.

GRAPHICS 9 ■ MISSIONS 9  
ACTION 9 ■ FUN FACTOR 9

#### ACE RATING: 9.0

#### RELEASE DATE

FROM	1998	RETAIL
PRICE	4	
PLATFORM	PC	PS2
CONTROL	CD-ROM	CD-ROM
GENRE	ACT	ACT
DEVELOPER	CA	CA

#### PREDICTED INTEREST CURVE



The predicted interest will keep you busy for months. We design your own features will keep you busy for years. Highly rated.



Fighter Bomber: some of the game that's a straight simulation.

# STORM LORD



Free the  
Empire  
Walk the  
Way and  
blaze  
by an  
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# XENOPHOBE



In two-player mode, you can choose any one of nine characters and face the might of the evil Xenos units. As you see it, the display area isn't large.

**A** Xenophobe just in case you don't know is someone who has a hatred of foreigners. In the case of this game, it's someone who kills the wiles every time they come across an alien. And who wouldn't? Full the trigger it is all about the alien legs later in a multi track categorized into a processing space case.

Xenophobe is who a fairly mediocre 3D strategy game of the same name. Now a couple of years old and at its best with more than one player it shows a future Earth at war with evil yet mysterious kinds of four-foot monsters known approximately as xenos. It was created the Cyber Systems. A special space

mechanism called Echelon is used to investigate Raven Station (the first now occupied by Xenos from another world).

Generally this is a one- or two-player game which involves you choosing one of nine characters and maneuvering in the space area of your alien world to kill some, but avoid another too. There are plenty of different aliens, including poisonous pods, outer orders and glowing tentacles — but in practice they're not especially different.

You can also pick up plenty of weapons including a pretty fancy laser pistol (and shoot the usual sawtooth, beam, lightning rifle and — the breaks, frequently — a phaser if you drop your weapon, another one will be left by a dead 'bot, or the equipment you can engage in some good old fashioned barfouts.

There are three outcomes of all this alien-bashing. If you let the bad guys capture the base, it self-destructs after you've returned to the mothership. Alternatively, you can enter a fast retreat to prevent it from being overrun by Xenos. Finally (after the base of AI's is per centage of alien remaining is approximately shown on the main control pad) you can just cut to the end. The main menu tabulating what can be done if you want to get

MICROPROSE

kill all known

ALFs — DEAD.

RELEASE BOX		
ARCADE	CD ROM	MARKET
AMIGA	CD ROM	MARKET
SPECTRUM	CD ROM • CD ROM	MARKET
ATARI	CD ROM • CD ROM	MARKET
CGA/EGA	CD ROM • CD ROM	OUT NOW
IBM PC	CD ROM	MARKET

**OS4 VERSION**  
The program and sound files belong to companies for the future of a new base and all generally. The rest is a lot to say for a third version. The rest is a lot to say for a third version. The rest is a lot to say for a third version.

GRAPHICS	IN FACTOR
4.0/4.0	5.0/5.0

**AGE RATING 4-8**

straight look like the old one.  
There are several things wrong with Xenophobe, not least of which is the multiplay. It's bad enough having to miss a ball because the opponent number of players' movement/sound effects, starting level to their soft touch base for the variable version. Another major is the one player mode — you get about a third of the screen to play in, while the real three-player battles spread and battles accordingly towards you.

The worst aspect, though, is the secondary 'baking' from doors to similar view blurring alien (poking up dead/died) hardware and blurring more alien becomes, very tedious since there's very little other than enemy 'flower' before you go thinking this is a complete waste of time, and they has to be said it is better.

James with the package is excellent — one of the best you'll find. It only the name could be said for the game.

© Colin Hughes

**BT VERSION**  
Better performance than the CD version. It is all about a 3D strategy game, although the machine is not really strategy in other words. The only feature remains a plot line.

GRAPHICS	IN FACTOR
4.0/4.0	5.0/5.0



Over your interest, not what to do. It's good for a while, but soon will see what the next level is for you.



Many handle make light work, still a couple of subordinates make them some of the enjoyable. If you've got a friend (anyway) has some alien-killers, this is by the best way to play Xenophobe.

# STORMLORD



Where Eagles Dare — Stormlord's unique graphics help boost its appeal.

It has been a long time since I last came across a game that has got it right at just about every department. So very often development teams spend a long time getting graphics and sound down to a T, and then disappoint us with the gameplay. Alas, unfortunately the game will play really well, but the visuals let it down in a big way.

The first impression you receive from Stormlord is one of graphical excellence. A pretty little screen leads you on to a dark and mysterious two-dimensional landscape full of mysteriously animated creatures. Then, when the

## AMIGA VERSION

Great graphics, great sound and great gameplay. It's all too rare to find quality when you use the Amiga in adventure or 16-bit games, but Stormlord has definitely proved us a lot of things to ensure that Stormlord really does use the advanced features of the machine, making the version look like a complete first classer.

GRAPHICS: **A** SOUND: **A** GAMEPLAY: **B**

REWARD: **B** FUN FACTOR: **B**

## AGE RATING: **B**

## PREDICTED INTEREST CURVE



A very good game, but the challenge isn't too big.

Hewson is set to take 16-bit games by storm

but the merits of Stormlord do not stop here by any means. There is actually a story plotline and various game talents at its efforts. As a measure of Stormlord's excellence, it took a lot of wallpaper for me to drag myself away from the machine to write this review. Often, I'm only too happy to head for the nearest word processor.

Raphaël Casse's original version of the game was first seen in May on 16-bit formats and was well-received at the time. It is nice to see that, rather than producing mediocre 16-bit games soon and relying on the success of the 8-bit programs, Hewson have gone to the trouble to ensure that the advanced features of 16-bit machines are used to the full.

The scenario involves the rescue of the imprisoned fairy folk and the subsequent delivery of the land from the rule of the evil queen, a task sounds a little less than sexy. Stormlord has to be strong of monster making for those who enjoy that sort of thing.

The play the Stormlord at the title a very Nordic-looking type with tall beard and flowing cape. Quick progress of the fire button will have him throw fireballs. These are not too powerful so some creatures may need several hits to destroy them. Hold the fire button for slightly longer and the Stormlord fires spells, it is a mouse similar to the Knight in Cloak and Cap.

**B** The united fairy system is well-while it you can't see with second screens on.

RELEASE DATES		
AMIGA ST	12/1988	NOVEMBER
AMIGA	12/1988	NOVEMBER
MSX ROM	12/1988	OUT NOW
MSX2+ ROM	12/1988	OUT NOW
MSX2+ ROM	12/1988	OUT NOW

great soundtrack involves your ears, you know you're in for an audio visual treat.

That fact alone would probably be enough to ensure that this title sells fairly well, especially since many reviewers can really let me out by a low price, play and fun factor alone.





ing. These are far more effective, but can't be fired quite as frequently.

Each of the tanks is trapped in a bubble and all you need to do is to touch the bubbles. Unfortunately, there are various reasons to be someone in order to reach the capsules. These include collapsing platforms, lava flows, giant worms, and an assortment of other deadly creatures. There are fairly easy to dispatch provided you are in the right part of the right time.

Although making movement of machines is a major part of the game, there is another aspect which must be mastered if you are to make any progress. This involves the various items which can be found lying around. You must find out through trial and error which object you need to be carrying at which time. The majority costs a few lives lost, since you have discovered what you need to be carrying and when it is simply a matter of practicing till you get the timing and technique right.

One very nice feature in the game is the way you can travel quickly between different locations. We've all seen boring old transporter pads before, but here's one for originality. Step on one of the blue (blue) scattered throughout the level and a giant Eagle (Red Eye) will appear close and carry you off to another black located elsewhere. It looks very impressive and really speeds off the smooth and fast horizontal scrolling.

If you do manage to rescue all the tanks in a level before your own tank runs out of gas, then you are allowed to play a welcome. In this the tanks of its alone you can try most by and how many, all items to make them fall a few (small). If you manage to hit a



Stranded in a dark, gloomy and intense level, you'll be glad to see the tank, but he had better be quick if that wizard's ball hits like it's gonna blow.

they with a ball, we will give a tank for you to collect. Collect the items before your time or you'll be out and you're needed in extra life.

This is actually not so easy as it sounds, since the tanks' most quite rapidly and the tanks often disappear before you manage to reach them. But it does provide an obstacle between the main levels, which adds a bit more interest to the game.

The graphics are absolutely brilliant and really can't be faulted in any respect. The quality of both the animation and the scrolling has

to be seen to be believed. The soundtrack is also one of the best I have heard for a while, but even if you do get tired of it you can replace it with some exciting sound effects.

There are six levels to complete in the game. You will find the first couple of levels reasonably easy, but I suspect that later levels might prove frustratingly difficult. However, have certainly lived up to their reputation for excellence with the 99% of I can say in conclusion is that it — you won't be disappointed!

— Lawrence Griffith

## CTW Survey '89 CTW Survey

### SECTION G - MAGAZINES

#### Consumer Magazines Read By Trade

1. ACE
- PCW
3. Games Machine
4. Crash
5. Zzap
6. C+VG
7. Commodore User
8. Gamesweek  
(Combined with Pop mid-Feb)
9. Sinclair User
10. Your Sinclair

#### Magazines Aiding Stocking Decisions

1. ACE
2. C+VG
3. Crash
4. Games Machine
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7. The One
8. ST Action
9. NCE
10. Sinclair User

Source: CTW/Dealer survey 1989

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# DAY OF THE PHAROAH

**STRATEGY** Management games were all very popular projects in early years, because they were easy to understand, and did not heavily rely on complicated graphics and sound. They usually had very broad, unambiguous goals like Kingdom, Decades, or Microsim and put you into the kind of position where you had to make important day-to-day decisions in order to sustain, or reverse, your current status.

The games progressed as a series of turns, each of which represented a period of time like a day, week, or month. On each turn you had to make a number of decisions related to various aspects of your business. These might be financial or business decisions, or socially oriented if that fit any case your role was otherwise dependent on how well you made these vital choices. Day of the Pharaoh puts you firmly in the Management/Strategy genre (with some unique early games however) and offers a lot more.

Things are going badly wrong in Egypt. The old Pharaoh has gone and left behind a series of ill-fated power-hungry gods ready to step into his shoes. The tomb is full of evil but only the old god both who orders them to let all of us of the Pharaoh's descendants, is relevant about what they will intend the future.

You happen to be one of the rightists born in the desert, but, unlike your usually relatives you are saved from drowning in the Nile by the Sun God Amen Ra. You grow up as a priest among pagans, success of your true destiny and one night the god Dians (yeah, there's a mix of a few of these gods) appears to you in a dream and leaves you with a spear and a simple merchant ship. Your task is to be successful enough as a merchant leader to rise through the Egyptian social ranks and eventually return to the throne.

To make part of the game is trading. In order to do this you need build the Nile to reach your town. This is where the lot of social subgame comes in. Once you have selected

Take a quick trip  
down the Nile,  
courtesy of  
Rainbow Arts.



Oh Amen, things have gone badly wrong, and you're all in mortal peril in Egypt.

your destination a view of the grow of your ship appears. Moving forward through the water. You need now steer it through the rocks that come forward, you will starting rapidly. Hit too many rocks and you'll lose but your cargo not very helpful.

You may also have to deal with steering phenomena for phenomena as the programmers call it. These nasty lighters will wear ship after a bit of successful trading and the only way to stop them is by evading them over the head with one of the slow cars, which takes a lot of maneuvering.

Once you have built up a good stock of commodities you can engage in a some more profitable activities. These include honoring one of the gods, or taking a wife, both of which will require you to have fairly substantial offerings to fund. In the later stages of the game you can also engage in a little architecture, although you really will have to call a lawyer before this is possible.

If sensible trading is too slow for you it is also possible to try the occasional wage as a social race. Down though we are taking big stakes here. Hoody at these points, wages are often less than a whole night of sleep.

Even if you are trading fairly well, not everything is all sunshine and roses, you will inevitably have to deal with the occasional conflict. If you are in conflict with these effectively you must have a good line up of war chariots. Each conflict involves another subgame in which you control a chariot and an accom-

panying archer. Your aim is to kill as many of the enemy as possible without being hit yourself. Use the precision sub-game. This takes a little while to get used to.

Day of the Pharaoh is an unusual mixture of simple procedure sequences and more involved strategy/management type gameplay. Specifically, the whole thing is up to Rainbow Arts usual degree of excellent ideas and messages are presented in a subtle but striking piece of graphics or sounds. Sound is limited to the occasional spot effect, although what there is has been done quite well.

One very nice feature is that you can freely swap between the issues, kingdom and aspects of any stage of the game. This turns out to be very useful indeed because you use the issues while you are selecting from status then change to the options for action sequences. Rainbow Arts have obviously gone to a lot of time and trouble to make Day of the Pharaoh as appealing as possible while retaining as many of the qualities of their old strategy games as they could. The resulting game, however, doesn't quite bring together. The individual elements are all very nice, but as a whole I don't think there's enough here to keep your interest for long.

• Lesma Gierke

## AMIGA VERSION

Day of the Pharaoh looks quite nice on the Amiga, although it obviously isn't displaying the picture that much. I would be surprised if the game does and your really the same as the PC. If you are a fan of the Amiga version, then the game will be looking for you. However, if you are into playing the game in your home town in the night, it would be nice to see a bit more.

GRAPHICS 7 IN FACTOR 7  
AUDIO 4 PER FACTOR 4  
AGE RATING 120

## RELEASE BOX

AMIGA BT	£20.00	BARBENT
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CD-ROM	£20.00 + £20.00	BARBENT
IBM PC	£20.00	BARBENT

## PREDICTED INTEREST CURVE



It will take you a little while to get into this one properly. I don't think it's worth it until after a couple of months though.

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ONE MAN - ONE SWORD - ONE FREE WORLD

# DOGS OF WAR

Mercenary Elite go to war again.



Ready to select weapons for yet another bloody campaign.

IT seems to me that titles most successful these days have been those that use the best weapons and help most on addictive proximity-knowledge AD, Battlefield, Battlefield 2, Ghosts and Goblins, remember those? The one thing that characterized them all was that they were games you would give friends come back to take and love again, but they didn't necessarily have either graphics or sound that compared with some of the other big titles around at the time.

The funny thing is that they didn't really need lots of bells and whistles. The actual images of each game was good enough to carry it alone. Add logical, more colorful graphics and more complex sound, and you would probably end up with a visual, less playable and ultimately less appealing game.

Another title that falls into this category is Gun Heroes. They sound figures running around firing dots and little circles at each other. It doesn't really sound like a shooter, but it was actually one hell of a shot taking business. It was also another one of

those games that was perfect as it was. So what if it didn't have the great 3D graphics or sound of the century, it was still a very enjoyable and above all, addictive game.

What Dogs has gone and done now is, instead the master of Gun Heroes' claims, give you to produce games what? Another Gun Heroes clone. You see a mercenary trying to make your fortune by winning contracts from various organizations and individuals. These include either the recovery of stolen objects or kidnapped persons or the elimination of unwanted ones.

You begin with a small amount of capital and once you have accepted a mission you must see this to buy any necessary and whenever you need. This is done by placing a cursor over the images of the items you wish to acquire. The cost of the item is deducted automatically from your balance. This is fine to begin with, the ability to take your finances should add some extra interest to a rather lackluster theme. Unfortunately the implementation of the feature means a lot to be desired. If you want more than one quantity of a particular item you have to hold the fire button down until you have as many as you require. When you are stocking up on ammunition, this becomes very tedious.

The other problem is that you have to go through this regardless of the state of each mission, even if you want exactly the same combination of weapons. It would have been nice to have the option of saving favorite weapons combinations which could be selected relatively instead of having to rebuild the selection from scratch.

When you do actually get into the game itself, you should survive just long enough to realize that it looks very much like Gun the rank, but plays nothing like it. Although the objectives and the way that you play the game are largely the same, Dogs of War just doesn't play as well. The game actually relies on the effective use of a combination of weapons to



RELEASE BOX			
STAR 87	87	87	87
87	87	87	87

deal with different sections of the game, which on (DAG) might be especially useful in the opening stages of each game. It is less than useless when you are confronted by a couple of huge armoured vehicles.

The way that you actually view the weapon at use is by leaving the left side of the keyboard. The eyes through the weapons you possess. It theory this is fine, but it practice it doesn't work very well. If you have say a machine gun for slaughtering ordinary troops, a handful of grenades to clear behind walls, and a rocket launcher for getting armoured vehicles out of action, you may need a couple of key presses before you get exactly what you want. By the time you have the correct weapon called up and fired you have been splattered to the four winds.

The pace of the game is, as fast, and the occasion to strong. But even without the awkward weapon swapping you are going to have a hard time surviving. I noticed that the game will actually pause a bit more playable if you use the simultaneous keypress option. As far as, take play is enhanced, but prepared for many frustrating hours trying to last longer than five minutes.

I can see what they are trying to do here, and in part I think this is a good effort. The choice of weapons is a good idea, although to be honest the appeal lies less mainly in the choice of background graphics. The choice of weapons too, could have been a good reason, but because of the reasons I have pointed out, becomes more of an annoyance than anything else. What you have in Dogs of War is essentially Gun Heroes with bells and whistles, but unfortunately the bells and whistles only succeed in detracting from the original concept of the game.

James Spill

**ATARI ST VERSION**

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PRICE: £ 10.00

AGE RATING: 800

**AMIGA VERSION**

Graphics are the same as the Atari version. The 1.5 version is the best. The 2.0 version is the best. The 1.5 version is the best. The 2.0 version is the best.

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# CLOUD MASTER

Every cloud has a SEGA lining



Inside the temple you get the SEGA of the Super Nintendo.

**MOUNT** is a very weird place. A high mountain range dotted with Buddhist temples and some very steep cliffs.

The beautiful mountain provides the exciting terrain for Cloud Master, the latest horizontal platformer for the Sega. At first glance it is easy to get the impression that you are looking at an Amiga or 3D game — so sharp and colorful are the graphics. This illusion is created by a trick: the island of the clouds on screen gives the impression of carbon animation.

The enhanced graphics and depth of game play are due to a new more powerful type of cartridge with greater memory now being used by Sega in some of the latest Master System games.

The game itself offers nothing new apart from its weird characters and the colorfulness of its game play. A tough shoot-up with the wispiest end of level bosses that seem to absorb endless amounts of Cloud Master bullets before blowing.

Our red-headed Japanese-looking hero — being an enemy reminiscent of Manderley — cuts through the five levels of the game about a fluffy white cloud.



RELEASE BOX		
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Cloud Master comes up against a white level enemy riding a cloud above the in opening megafix and is determined to stop you getting into that temple.

About half way through level one Cloud Master comes up against an enemy on a cloud. Almost impossible to land on the cloud without at least two jumps, the enemy uses the annoying habit of being a fly past, just blasting away to get the better of you.

Get past the red-pink and a window opens up at the upper floor of a Buddhist temple. Go inside and take your pick from a choice of five super weapons. Whatever you pick, the Lurpler comes up with "in you, it very good choice".

I found the four working bolts of flame to be the most effective. In your accounts will be the first end of level enemy which follows about 10 after your visit to the temple.

The enemy will crack you up. A giant bee beautifully drawn, and again gracefully superior to many other end of level guardians from 16-bit games. This has a six character (SEGA) very tough in fact, spitting hundreds of bolts at you and taking several hits to kill. To beat the end of level battles you need to manoeuvre constantly to avoid the fire as well as constantly changing the fire button. Pace and length, just as it should be.

There are five levels in total. Mount Oggo is followed by the First Key, and then then five other levels of increasing difficulty. As you beat through the levels on your Cloud you are free from levels as you no teachers can take your back like get photo at you, and sometimes, in something, in flying you need can heads at you from the right of the screen, just out of view.

This is a welcome addition to the Sega shoot-em-up catalogue. The only other cloud horizontal blaster is R Type, which was a bit glitchy and perhaps too much for the Sega to handle. Cloud Master is just right. Fast, pretty and tough.

**ACE RATING 8/10**

By Gagne Lacy



End of level one nearly, or maybe over.



The pace increases on level two as Cloud Master gets ready for the next mountains.

# WANTED

SEGA wants you Dead or Alive...

**WANTED** is a wild west shoot 'em up for the Master System. Take your heavily armed Light Phaser and shoot off the shelf! Drop it onto your holder, top on your nose, and go gunning for law breaking cowboys in Tombstone City.

The gang members jump from behind barrels and appear in windows taking pot shots at you and their slinking back toward you. You need to be quick on the draw to bag them. Other cowboys are more sneaky pulling a gun on you as they stroll nonchalantly along the side walk.

Your Light Phaser has an unlimited amount of bullets but your energy meters does not, and inches slowly, but surely, towards zero if you swifter bag stack lead.

Exploits are bright and colorful and there is a neat mounted board on the bullets to around BarMare. If you survive the shoot out with the gang members you will come up against a final show down the gang leader at the end of level one.

Other levels offer a shooting gallery where you can get some target practice and earn

bonus points by shooting the bottles, glass and mirrors and bags that swirl past on a one meter belt.

Later in the game is a neat desert scene with giant cacti and tall mountain peaks in the shoot out region on horse back.

Amount for Light Phaser games.

**AGE RATING: 6/10**

• Figure Line



RELEASE BOX		
MSX	CD-ROM	CD-ROM



Wanted! I could shoot down them! See up the Light Phaser's success.



Shoot the barrels to find the hidden bombs. There are cowboy others bombs.

## CONSOLE NEWS

Console racers gear up for next year

Console owners may be feeling a bit left behind with the biggest range of home computer racing games ever launched about to be the shelves this Christmas.

ACE's advice is to take heart as a whole range of console racers is at the Japanese console and should hit home stores early in the new year.



Amongst the May go the way are Out Run for the PC Engine Turbo, Out Run for the Mega

Drive and Power Shift for the Sega Master System. Network racers are still the

• Turbo Racers - shortly to appear on Sega Mega Drive

on the ground as are most Nintendo games - but the top should improve with the new year. There are stacks of good racers in the Nintendo catalogue including Road Racers, Chase HQ, Super Sprint and Super Truck. At least one of these should be available in the first part of 1990.



Power Shift for Mega already.



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# FANTAVISION

DOMARK/BRODERBUND get animated

**FANTAVISION** aims to take the burden and anxiety out of doing most of the hard work for you. Simply by drawing a character in one frame and then drawing it in either a different position or pose in the next, the program will handle the in-between stages required to create a moving, animated sequence.

The program works on any laptop, although the more memory available the more extensive a project can be, and of graphic modes, including HAM, are supported. As the program is specifically designed to create the objects and movements in the background of an animated sequence, backgrounds should be drawn (or digitized) with a dedicated art package, and then imported. To fit on most hardware will accept any standard 17" or 19.4" palette file.

## POINTED OBJECTS

The objects being created and animated in the foreground are made up from points, with lines connecting them. The most points an object has, the smoother and more complex it appears on screen. Even circles are simply a collection of points, the default being 144 which only become noticeable with quite large circles covering most of the screen. The default maximum number of points that an object can have is 64, though both these figures are only

restricted by available memory and speed (and, having enough memory to produce a 600 pixel object may be fine, but it won't going to move quickly when Fantavision tries to animate it).

## TOOLS OF THE TRADE

There are a number of tools to aid object creation, including a pencil, square, circle, left, point, mirror and bitmap creator. In order to finish an object, and fill it with the currently selected colour and fill pattern there are 37, it is necessary to plot the final point in the same position as the first. This can be particularly easy as the right mouse button, which creates the previously plotted point, is basically utilized. The bitmap creator can allow for rectangular slices of pictures, to be cut and stored as an object. However, an object created in the mirror cannot be rotated or manipulated, but can merely have its position moved.

The most powerful tools are the rotate object and the 3D rotate options. The latter can be used to rotate the object around a horizontal axis, thus giving the appearance of flipping the object end over end, or around a vertical axis to simulate the object turning away from the viewer, before turning completely back around again.

Unfortunately there is a small problem with these options in that any object as rotated

becomes smaller, an anomaly caused by rotating a two dimensional object in three dimensional. Should an object be rotated from one frame to the next so that it appears narrower, in that object in the second frame cannot be then rotated back again using the same tool. In order to get around this, it is necessary to copy the original object over to the third frame for fresh manipulation.

The final collection of tools allow objects to be least either on the vertical or horizontal axis, squashed or stretched, and flipped back to front or upside down.

## OBJECTS IN MOTION

Being created as many objects as required in the first frame of a Fantavision film, the next step is to move and manipulate them all in the second. Rather than having to copy all the objects across the program, allow entire frames to be copied. Then all that needs to be done is to add or take away points from objects, and to move them to their new positions. New objects can be introduced at any point, and old ones can be deleted or over made part of the background. Objects moving across the background do not disturb it, but should the background for a HAM stage that very strange colour changing effects are noticeable mainly on object, as it is translated to the number of in-between stages, supplied

by the program which determines the upper and lower limits of the animation. The default number is 16 but this can be set to a maximum of 175. If a high number is selected, and there are a lot of objects, each with a suitable number of points then it is usually necessary to reduce the speed of the animation from 25% to anything up to 400%.

There are four styles of animation which govern what the film will look like when running. The first is Normal mode, which simply moves an object from one position to another, the back panel, then redraws the object at the new position. This is the default for all frames, but can be changed on any or all frames to one of the following: background lighting, and trace back ground as rectangles) which is used to make an object become part of the background and thus not affected by any of the other objects or any special effects. Lighting simply causes the object to flash so it is moved, and is most effective when the object has a different colour border than the fill colour, and the animation speed is slow. Finally trace mode does not move an object at all when animating it, thus leaving a trail behind it. If a subsequent frame then is set to normal mode at the first object will be removed, leaving only the object in its final position.

#### COLORS

Each frame has its own associated palette of 32 colours which can be modified independently. 5 of all the others, or globally if so desired. Each colour can be modified individually, or the overall brightness of the whole palette can be increased or decreased quite easily. Colours can be swapped around, copied, or a range of shades can be produced by rotating the start and finish colours. Any changes to the palette can be undone if they are gradually wrong, and if whole palettes change, you can still have the entire palette can be changed back to its default settings instantly. Naturally any palette can be copied and pasted onto any other frame within the film.

#### SOUND INTERFACING

Of course it would be worth a cinematic spectacle if there was no sound though



some might argue the call for the sound interface. Fortunately I248 has provided everything in the manner of programming the sound chip to produce effects in fascinating, changing rates to produce drama. Further it offers two channels of sampled sound (standard 8K format 24K format).

There are a number of examples on the Penthouse disk which can be loaded and experimented with using the volume, balance, pitch, pan and duration sliders. Just one basic sample can be made to sound quite different in a number of frames simply by introducing an echo and altering the pitch. Any sound can be test played to see whether it is what you want and if not it can be changed from memory.

Once a sound effect (stereo) is established, adding it to the film is simply straightforward. Go to the right frame and click on found from the film menu, then in the OK gadget.

#### THE WRITTEN WORD

Undoubtedly the single most disappointing aspect of Penthouse is the manner in which it handles text. There are only four fonts of which only two are really usable, and there is no option to design any more. However, fonts designed with other packages can be loaded in. Text is produced by creating a box, and then

adding inside it. The standard alignment (left, right, centre) work as both styles, and underline can be used, but they affect all the text with in the box, rather than just specific lines. What will is that the most powerful tools in the font-viewer locker, the rotate, duplicate, stretch and the options simply touch the actual text box. The text mode is not spread in any manner, but reformatted so that it fits within the window.

#### THE GOOD, THE BAD AND THE UGLY

The smoothness and speed of animation in a Penthouse movie are very impressive, as is the sound reproduction both, and the program only really starts to falter when dealing with text. The mouse control is a little sticky when using the colour palette, and it is very easy to make a mistake when creating an object, thankfully it is nearly as easy to correct those mistakes.

While Penthouse certainly can't let you produce the Last Starfighter of your dreams, it does have many other capabilities and gives a thorough grounding in the basic techniques of animation.

♦ Davean Evans

## TURN TO THE PINKS...

For an explanation of interactive tests, requests contact this month's P vs Page.

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#### AGE UTILITY RATING



Rate to 100% (100% = 100% of all features, scored by averaging 20% through)

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V O T E D

# ARCADE GAME OF THE YEAR



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# POWER

ACTIVISION go for Xmas pole position

**MAJOR** part of your Christmas entertainment is a specialty for Chris Butler. The long-serving 3rd program manager has been responsible for producing some computer editions of arcade games around Christmas before with Thunderbirds last year and in the past Space Harrier and 720.

Butler's work has some hallmarks, and one of the most notable of these is his ability to produce very fast scrolling and then also only a recommendation for a nice game like Power Drift.

Whether Power Drift can be a major Christmas success is less clear. The game was undoubtedly a success in the arcade, but it's not sure why. Compared to other race games released this year like Micro GP, Head On and Horizon's driving, Street Racer, it's not in the same class for graphics, sound or realism. Representatives of the past (average arcade games) have made excellent conversions and topped the charts. Combat School comes to mind.

Where Power Drift does have an edge is in the format of its game design. It's a fun game rather than a non-commital grand prix race, with a cast of wacky characters chasing around a course which is a mixture of off-road racing and fun park roller coaster.

The idea is to complete five courses, each of five stages composed of four laps. There's a bit of trouble to battle it out with and to qualify you'll have to finish in the top three to continue on in the game. That's it.

One major plus in favour of the circuit is as that it is fairly in one go, so there's no delay while you wait for extra courses to appear or worse still fail to appear when the game goes on. There is a pace for the end that's in the old form of the bonus track. Otherwise every thing points to another component part of programming. The game certainly moves quickly enough with a reasonably smooth screen update and responsive controls and a well laid out challenge. The characters all have their own quirks and it's nice to see them progressing differently. The most attractive touch of the circuit, when they pass, is a computer.

There's no cheating (Chris Butler's style).

and there's no cheating for graphics (largely constructed of character blocks which give the game a square look). There's also a lack of colour that makes it a little drab looking. Sound is competent, but often sits in your ears with no samples or speech that the course.

Power Drift is undoubtedly a competent conversion, but whether the format is strong enough to make it a big seller is unclear. Certainly if you compare it to MicroGP's Street Car (released elsewhere this year) it doesn't compare to a purely racing game. I little wish it'd rather play.

Mike Patterson



**AMIGA VERSION**

The 64 competition is completed and played back in 10-60 seconds in the opposite direction and normally in 40 you would want to do as a prize of programming for a single 400-100. The Challenge can fly straight when you control the game is playable in places. At least, even the track you become it more, leaving you to wonder what's up to see the result is excellent and fast too. This is away from the

**GRAPHICS** 4 **TO FACTOR** 4  
**GAME** 4 **FUN FACTOR** 4  
**AGE RATING** 9-15

**CD32 VERSION**

None of an interpretation of the pig but just do that a direct between tracks. The eggs are made in the geometry to the next update are for more players - including the absence of the pressure. Graphics and sound are also not more but after the plain grey tracks are more convincing that the others on the steps, which is enough the second track with it then about 400-100 in comparison to the CD32 version - making it an interesting one to play.

**GRAPHICS** 4 **TO FACTOR** 4  
**GAME** 4 **FUN FACTOR** 4  
**AGE RATING** 7-9



# D R I F T

**RELEASE DATES**

SYSTEM	CD32	AMIGA
AMIGA	5th Dec	OCT 1994
SPIC	15 Dec	AMIGA
AMITANG	15 Dec + CD32	AMIGA
CD32	22 Dec + CD32	OCT 1994
PC	27th	JAN 1995

**PREDICTED INTEREST CURVE**

High initial interest rates will help to fund future development.



I don't know what he is smiling about, but in the racing game of the year stakes, this effort from Dinamic (see table to qualify)

**1989** will without doubt be remembered as the year of the race game when seven Continental Grand Prix Car Race, Power Drive, WRC Test Drive, WRC to Race and Rally, and with Grand Tour, Chase HQ and Turbo Galax still to come, Ferrari's Testa also wasn't left as the starting grid for yet another contender - or at least that's what it would seem.

Dinamic's Schwartz's effort is based on the film *Motoring*, World Championships, and comes approved by Jorge Martínez Aspar, four times World Champion. Your aim is to follow in Aspar's tyre tracks and win the Championship.

Grand Prix Racer's most notable innovation is the use of a scrolling plan view as in *Hot Rod* to portray the action, as opposed to the more familiar first and second person perspectives. There are seven tracks to play over, all



# GRAND PRIX

On your bike **DINAMIC**

## AMSTRAD VERSION

Since the Master is spoiled by being available on the Commodore 64, the only way to get your hands on it is the MSX 2, available in the UK and Europe and the version made in Italy just stopping on the beach as a footnote and including you to read all the graphics on the small and poorly defined. It does a nice job to work out what we read the idea is having that so many excellent being taken care of on the Commodore 64, there is no need to have to resort to the substituted other.

COMPRESS	4	16 FACTOR
ADVICE	0	FILE FACTOR
AGE RATING: 4-12		

of them supposedly useful accessories of the real thing.

Before going into the Championship level first, players can opt to enter a open round the track in a scrolling top or like in in several previous of the track before taking part in a compulsory qualification round from which the slowest 4 of the 12 racers are eliminated. Then to

The riders are lined up on the starting grid, the cars are ready, the pit crews are ready, and the formation is breaking—ouch,ouch,ouch!

lines the race proper, and if you emerge from that we believe you go on to the next circuit and the next and the next. A status panel provides all the relevant race data including speed, current position and remaining laps.

As in real Grand Prix racing, wins and positions are converted into points that are accumulated as a season scoreboard to form a driver's league. The highest points scorer at the end of the formatted grid, is back everyone with Championships.

Grand Prix Manager takes the one thing that makes a Grand Prix exciting game, any feeling of speed or exhilaration. The action crawls along



## PROMOTED INTEREST CURVE



The curve in shifting shows the extent you can work at just the way.

at a real pace that is when you're not doing grip with the control model and the lack of any sound effects in favour of an unrealistic computer tone doesn't help matters. With so many excellent racing games currently on the shelves there's no need to have to resort to this sub-standard effort.

By Guy Mills

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Whoo! There's some serious speed.

The ball controls some of the many hazards in the track as well as the level's enemies. **Mustafa Arts**

**WARNING!** If you like sleeping if you want to spend my advice then go right ahead, but don't blame me when you find your self huddled over your keyboard at 3:00 a.m. in the morning, barely eyes-bared on the screen, head feverishly clacking the mouse, and the volume? Good, yes I assure you it will change.

*Rock n Roll* is one of the most brutally addictive games I have come across in a very long time. There are elements of many other games within it, but it manages to combine those to create a very distinctive flavor, one that you will take to instantly.

The game has you controlling a ball through a series of 32 levels. There are ob-



# ROCK N ROLL

stacles, 7 constraints each of which has different features, and personalities. If you remember *Master Mustafa* you will have some idea of the way that the game works.

The mouse is used to control the ball. The speed with which you move the mouse affects the ball's speed and inertia, while the direction of movement obviously enough affects the heading of the ball. This actually works very well and, provided your mouse is clean and working properly you will find the game extremely playable using the mouse as control. It wouldn't have been quite the same using a joystick—it seems to be seen less well the game will work on joystick-only formats.

There is only one way to get through each level and it will take quite a bit of experimentation before you find it. Things aren't quite so simple as just using a MIDI ball around a two-dimensional surface, since there are various obstacles to be negotiated. These take the form of magnets, which attract the ball, repellers, which blow the ball away, mirrors, which add the ball in a specific direction and so on. As well as moving your progress and generally making a nuisance of themselves, many of the obstacles will also drain your energy. Lose too much energy and your ball collapses miserably.

#### ANGEL VERSION

While the graphics are not brilliant pushing the machine to the limit, they are still very nice. The scrolling on the whole is very smooth. Sound is a bit repetitive but you can turn it off quite easily. This is going to be one of those addictive games that will make Amiga owners sleepless and take for work. What better reason do you need to buy it?

GRAVITY: 4      3D FACTOR: 7  
 A-TEST: 4      SUPERSCORE: 8  
 AGE RATING: 11 P5

## Will Rainbow Arts roll straight to the top slot?

The other aspect of the game world—in which you will soon learn the hard way—is that it's built on a platform sitting high about a five-pedic ton which can be seen creating a very nice sense of parallax, and so through occasional gaps in the landscape. Roll into one of these gaps and you plunge headlong to your death. Unless, that is, you happen to possess one or more side-parachutes. Open those up



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before you hit the bottom and your ball will hit to roll another day.

Parachutes are one of the many useful items you can pick up within the game world. Some of these will be crucial if you are to complete the level. The handy golden you can collect include the aforementioned parachute, mirror for your ball, colored keys for access to approximately colored doors, bombs, and so forth. The purpose of most of the items is self-explanatory but you will still have to work out exactly when and where each of them should be put to use.

Nothing causes for less frustration is before you controlled any games you have to feel some money to pay for them. The game is the form of coins of various denominations (left being around each level). Further reward comes in the form of colored diamonds which when collected, give you bonus points the value of which depend on the colour of the gem.

The idea in *Rock n Roll* are not exactly revolutionary and if you have played lots of classic ball games, then there might not be enough here to tempt you to hold your ears and. My only other gripe is that the soundtrack while being quite OK for a while is a bit repetitive. But you do have the option to switch it off. It is these few things alone that stop this from becoming a 100% game otherwise all the right elements are there.

They are game very nice facilities, like the way the ball plays and takes over patches of ice, and the way the new parts of the ball travel through gaps. But these are all just icing on a very nice cake. I would venture that this is the best of control the ball type games is ever seen, and unless you are absolutely sick of them, for you really are concerned about your heavily abused disk I thoroughly recommend you pick out, and buy it today!

■ Laurence Dingle



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gracious great balls of fire

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ROLL



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# UPDATES

THIS MONTH'S CONVERSIONS INCLUDE STUNT CAR FOR CBS



## PC TAKES COMMAND

### CARRIER COMMAND

Rated 4 Microsoft Windows PC CD-ROM

Microsoft already has created a rich envelope from the depths of the other operations and weapons by its world power for a long time now the carrier, available resources have been used to exhaustion but this new carrier of land has been up a rich supply of minerals and materials and to control life on the planet.

As the commander of a multi-mission carrier, a secret that has been given to you which reveals the secrets about the planet and their contents. Unfortunately a foreign power has gained access to your computer and is slowly but surely taking up territories for itself. Allowing them to gain control over the envelope will mean devastation will run for your people, destroy no item will lead to death and a more bitter than anyone has before.

The mission to accomplish the task includes a fleet of main-frames, jets, amphibious assault craft, a laser tank, but the carrier has missiles, drop tanks and missiles and a ship's crew (aided) with the latest sci-

ency hardware. If your carrier is damaged you can set it to repair itself, but the main damage takes destruction and the end of the game.

Carriers or land makes knocking out its defenses (to making a line) then making off a landing craft to construct a new base. Get a cluster of islands and you can establish a supply and communication network. Heavy or anything is played out in the line — so while you're looking out enemies, the enemy is equally busy conquering territory further north.

From the beginning you're offered the ability between strategy and action games — the latter gives you a quarter-millio-dollar base and is recommended for beginners. The latter launches you straight into the heart of the battle as learning moves can down as your carrier with blunt efficiency. Success of the depth of the game. National Software has thoughtfully provided a save game option.

Although the ST and large versions have been out for over a year and the Superintendence from version for a few months, Carrier Command proves its timelessness as a game. This version

is equally the best of the lot — even on low-MHz machines it shows very fast, and supports all the actions you could want from a PC game. It runs in most color modes (Macros: CGA, EGA, VGA and Tandy 2B-color), it can be transferred to a hard disk (though you still need the floppy to act as a key), and it offers the choice between mouse keyboard or joystick control — though mouse is by far the best. Even the absence of leveling between rounds has

been overcome by an added "sweep" mode.

If you're keen on strategy/action games, you won't find one better than this (at least, not to get into, but it is all the more rewarding for it). Carrier Command has an excellent amount of depth and complex playability and should provide any serious gamer/player with months of enjoyment.

JOHN BAYNE, SAS





## PURPLE SATURN

### PURPLE SATURN DAY Spectrum £11.99/\$16.95/MSX

Ever fancied leaving the Purple Saturn 'Quint' 'nest' if you win the annual Purple Saturn Day Games, you've got to leave—what success has with her mastery of the whole game. This year, the Good Lord Owen has kindly selected the four events to the game for you: Ring Pursuit, Time Jump, Irons Sider and Brain Stealer.

You can choose any of the four from the initial selection screen. Ring Pursuit has you riding around Saturn's rings in a kind of stream. Coloured space ships mark your route — you fly to the right of the red ones and to the left of yellow ones all the time aiming to stay in front of your opponent to score points.

The Irons Sider places you and your adversary on the ordinary energy field. Shoot the energy balls released into the game area and they will fragment when you press to collect. The player who collects the most fragments in the time allowed is the winner.

Brain Stealer is by far the most rewarding of the sub-games, because the reader (player) instead makes each game different. You're placed on opposite sides of an analogic 'brain', something an electrical which can alter contents, collect energy and slow electrical charges to reach the pins which activate the cerebral 'loop'. It's much easier to get the

ring of them to describe, and would make a neat budget game in its own.

In contrast, the Time Jump is probably the most rewarding of the sporting games. You have to jump as far as possible into the future by capturing energy spots — a kind of operation 'ball' in space. These spots grow in fact to a greatly clipped which launches you through time and space. Once you've completed your's presented with to most generous reward according to the amount you jumped — all very nice but a bit painful.

What the best does to is a collection of four reasonably good sub-games, loosely strung over a skeleton of competition. There are rewards feeling as to a list with accounts of enjoying difficulty and there's a practice game against a robot — but obviously there are still four events.

Purple Saturn Day has a brilliant visual which looks such things as recommended with (including Pulse, famous curved and top-down sub-panels) good look (especially in the first) but what they can't win the game on a whole from being just on the good side of mediocre. If you want something a bit more than good fun for a while, check it out; if you're used to games with plenty of variety, there it is the best.

AGE RATING: 8/10



## C64 STUNT CAR

### STUNT CAR RACER Microstyle £9.95/\$14.95/ST version reviewed issue 24

When 16-bit Stunt Car arrived, we loved it. We sat down and talked with it, eventually took it in, and had a long lasting relationship with it, and finally proposed marriage. C64 Stunt Car is more bit in good to the ST recreation.

It may be a little short in course but short of parody, or instead speed, it isn't. The revised

graphics are almost identical to the ST and the things remain, what is partly missing, but the most extraordinary thing is the speed. Like vectors have been used to good on a C64. You can feel every bump, your stomach heaves as you fly over huge hills and jumps, and you creep as you come off the track at one of its highest points.

A perfect combination of an amazing game.

AGE RATING: 8/10

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IBM

**PAPERBOY**  
Etna, PC, C&AT

Yes, it's back again. The brilliant concept that was also an S-10 hit, a low-making news firm as a 16-bit concern. The game is one you don't know and it isn't, when have you been? You play a paperboy of the American variety (who have a tendency to throw papers rather than jogging them through the streets like our mutant English counterpart).

Your task is to grab your bike down a spiral American sidewalk forming papers into your subscribers' mailboxes. If you can't manage a mailbox a window will do. Note anybody and they will cancel their subscriptions — and rightly so. As it isn't enough to cope with the rest of the world and to only seem to be tolerant on going you are a fast free — so until you have learned to anticipate what's coming, mistakes will be frequent.

The various dials for late USA, C&A and Lady chapters and while the graphics are certainly a little jolty they still have a nice cartoony feel to them. Gameplay is as good as it can be without the arcade machine's hardware. A very good addition (over 50).

**AGE RATING: 100**



**A Paperboy on the PC — as you can see, the graphics are still OK. You can play it like an S-10, but either way the game plays great.**

CPC

**GEMINI WING**  
Etna, Amstrad CPC, C16/64,  
S14/64, Aesig version reviewed Issue 26, Age Rating 750

CPC owners get their chance to do better with whatever C16 you're possessed to be doing better with.

ST

**PAPERBOY**  
Etna, ST, 17500

The really nice look and feel like the earlier original. I really can't fault the graphics and sound and the gameplay too. All the charm and clear attractiveness of the concept for this has done a superb job on all the Paperboy conversions which contradicting the excellence of the first we would it hardly surprise. The bonus sequence in the park is especially well-rendered. Highly recommended.

**AGE RATING: 100**

**GEMINI WING**

Viper/Mastertronic, ST, £19.99,  
Aesig version reviewed Issue 26. Age Rating 750

This shoot-em-up from Viper itself is doesn't offer much more than most vector games currently available for the ST. But it all looks fairly pretty, and it does offer a worthwhile two-player option, but the gameplay is not that hot.

The sprites are not quite as smooth or as fast as those of its Amiga version, so the game has a little stiff when you are playing it. Additionally the sound-effects that used to support on the Amiga sound, drained when transferred to the ST's inferior sound chip and I



**Number thing on the ST — it looks almost identical to the Amiga version. It's a bit of a let-down though, but unfortunately that doesn't make it any easier on other platforms.**

guarantee you will love it down after the first few minutes. Not a tremendous game, but not an essential buy either.

**AGE RATING: 100**

this time around. First impressions tell you that it's far from better than the Amstrad C64 version but even so it's not pretty bad. Graphically it's fine with large full colour sprites and of better clarity visible but then you come up against the Amstrad CPC basic video. Amstrad sound and Amstrad

speed. Sign and music accompany by the action, and the update is so slow, it seems better suited to a budget adventure game. It's probably it is that the 500 is not at least be thankful that it does exist.

**AGE RATING: 100**

C64

**GEMINI WING C64**  
Viper/Mastertronic, C64,  
S14/64, £14.99, Aesig version reviewed Issue 26, Age Rating 750

Take a good look back at the history of shoot-em-ups on the 64. Unlucky, Sans Droits. Clearly New Wave looking back because you are I guess but no future in Gemini wing. The sprites are small and blocky, except for the bad guys, which are expanded sprites which makes them large and blocky. The background is pretty terrible too. There is so much detail packed out in each bad colour, that it's impossible to see where your ship is. In spite the enemy bullets. Control is sluggish and the soundtrack is awful. Avoid.

**AGE RATING: 100**

**GEMINI WING - WHAT WENT WRONG?**

It is like the Gemini Wing turned into a bit of a mess. It is so far as the C64 and Amstrad versions go. But why complaining that the Amstrad version was better than the C64 version? The Amstrad version is so nice because of the amount of colours in screen, the Amstrad version has the same. There is no way to do a better version with fewer colours, but it looks really well. But what of the Amstrad C64 version? I guess the Amstrad version is better. It is not the Amstrad version as what they did after well, but it looks really nice. I was the Amstrad version. I was happy with it, and so are I guess. I was with Amstrad version. I guess it's not that bad. Well, you're here with it, anyway. It's a bit of a mess.

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# FEEL THE MOVIE

What do you get when you mix the movie magic of Walt Disney and Lucasfilm, with the realism of a full-size flight simulator? Rick Haynes likes the theatre-simulator. . .

**W**alt Disney's latest theme-park attraction at the EPCOT Centre in Florida, *Seconds of Life*, opened to a rather big general public last month. At the heart of this pavilion devoted to life, health and medicine is *Body Wars*, a Fantastic Voyage-type ride utilizing Disney's newly developed theatre-simulator technology.

*Body Wars* is a tall ride through the internal systems of the human body in a simulated battle between trauma, stress, and infectious diseases. Starting with a simulated procedure through computer graphics and special effects film techniques, combined with the smoothness of a high-speed rail, you're taken on a quiet journey as a pathfinder pilot and a medical expert on a "biological voyage" aboard the cabin of a miniature body probe. *Body Wars* is in effect a 40-passenger flight-simulator (since the term theatre-simulator is a synthesis of many special effects), advanced call the cinema's medical and contemporary flight simulators.

The theatre-simulator concept is a collaboration between Disney Imagineers, the

Division of Energy, and other future World attractions at EPCOT Center. Future World attractions, imagination, knowledge and technologies of the future, presented by Disney, this is a unique 30-passenger theatre-simulator ride through a simulated scenario — a journey of the cinematic-simulator publicly presented by photo-realistic color video, audio-sound-effects, simulated, shaped realities and natural effects such as projected sounds, real-time alarms, waterfalls and an amazing ride, trip scenarios. The *Body Wars* journey, Disney's cinematic-simulator ride, is a combination of technology, computer and audio-visual

creative design, engineering, production and project-management, subsidiary of Walt Disney, responsible for all attractions at the Disneyland and Disney World theme parks and Industrial Light and Magic, the special effects production division of Lucasfilm. Another division, Lucasfilm Games, produce full 3D computer games like *Duke in the Castle*, *Melody Maker*, *Rescue on Fractalus*, *Ballblazer* and *Star Wars* (1987 George Lucas, the man behind the *Star Wars* and Indiana Jones movies and founder of Lucasfilm, has taken a personal hand in taking with the theatre-simulator design).

The original theatre-simulator ride was first unveiled at Disneyland back in 1957. Presented by IBM/Main, *Star Tours* is a *Star Wars* themed ride taking you on a space voyage to the Moon of Endor. The whole atmosphere is enhanced by the presence of two double *Star Wars* characters — C3PO and R2D2. Cutting

edge technology is employed to make you actually believe you've embarked a *Star Wars* ride by processing a thousand feet with the motion of a theatrical simulator, passing through actually feel what they see. The action actually out of control. *Star Tours* is soon now in development in California, and will open in early 1993 at the Disney MGM Studios in Florida.

*Body Wars* has just opened in the World










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Interphase 1.0-1.1-1.2-1.3-1.4-1.5-1.6-1.7-1.8-1.9-2.0-2.1-2.2-2.3-2.4-2.5-2.6-2.7-2.8-2.9-3.0-3.1-3.2-3.3-3.4-3.5-3.6-3.7-3.8-3.9-4.0-4.1-4.2-4.3-4.4-4.5-4.6-4.7-4.8-4.9-5.0-5.1-5.2-5.3-5.4-5.5-5.6-5.7-5.8-5.9-6.0-6.1-6.2-6.3-6.4-6.5-6.6-6.7-6.8-6.9-7.0-7.1-7.2-7.3-7.4-7.5-7.6-7.7-7.8-7.9-8.0-8.1-8.2-8.3-8.4-8.5-8.6-8.7-8.8-8.9-9.0-9.1-9.2-9.3-9.4-9.5-9.6-9.7-9.8-9.9-10.0-10.1-10.2-10.3-10.4-10.5-10.6-10.7-10.8-10.9-11.0-11.1-11.2-11.3-11.4-11.5-11.6-11.7-11.8-11.9-12.0-12.1-12.2-12.3-12.4-12.5-12.6-12.7-12.8-12.9-13.0-13.1-13.2-13.3-13.4-13.5-13.6-13.7-13.8-13.9-14.0-14.1-14.2-14.3-14.4-14.5-14.6-14.7-14.8-14.9-15.0-15.1-15.2-15.3-15.4-15.5-15.6-15.7-15.8-15.9-16.0-16.1-16.2-16.3-16.4-16.5-16.6-16.7-16.8-16.9-17.0-17.1-17.2-17.3-17.4-17.5-17.6-17.7-17.8-17.9-18.0-18.1-18.2-18.3-18.4-18.5-18.6-18.7-18.8-18.9-19.0-19.1-19.2-19.3-19.4-19.5-19.6-19.7-19.8-19.9-20.0-20.1-20.2-20.3-20.4-20.5-20.6-20.7-20.8-20.9-21.0-21.1-21.2-21.3-21.4-21.5-21.6-21.7-21.8-21.9-22.0-22.1-22.2-22.3-22.4-22.5-22.6-22.7-22.8-22.9-23.0-23.1-23.2-23.3-23.4-23.5-23.6-23.7-23.8-23.9-24.0-24.1-24.2-24.3-24.4-24.5-24.6-24.7-24.8-24.9-25.0-25.1-25.2-25.3-25.4-25.5-25.6-25.7-25.8-25.9-26.0-26.1-26.2-26.3-26.4-26.5-26.6-26.7-26.8-26.9-27.0-27.1-27.2-27.3-27.4-27.5-27.6-27.7-27.8-27.9-28.0-28.1-28.2-28.3-28.4-28.5-28.6-28.7-28.8-28.9-29.0-29.1-29.2-29.3-29.4-29.5-29.6-29.7-29.8-29.9-30.0-30.1-30.2-30.3-30.4-30.5-30.6-30.7-30.8-30.9-31.0-31.1-31.2-31.3-31.4-31.5-31.6-31.7-31.8-31.9-32.0-32.1-32.2-32.3-32.4-32.5-32.6-32.7-32.8-32.9-33.0-33.1-33.2-33.3-33.4-33.5-33.6-33.7-33.8-33.9-34.0-34.1-34.2-34.3-34.4-34.5-34.6-34.7-34.8-34.9-35.0-35.1-35.2-35.3-35.4-35.5-35.6-35.7-35.8-35.9-36.0-36.1-36.2-36.3-36.4-36.5-36.6-36.7-36.8-36.9-37.0-37.1-37.2-37.3-37.4-37.5-37.6-37.7-37.8-37.9-38.0-38.1-38.2-38.3-38.4-38.5-38.6-38.7-38.8-38.9-39.0-39.1-39.2-39.3-39.4-39.5-39.6-39.7-39.8-39.9-40.0-40.1-40.2-40.3-40.4-40.5-40.6-40.7-40.8-40.9-41.0-41.1-41.2-41.3-41.4-41.5-41.6-41.7-41.8-41.9-42.0-42.1-42.2-42.3-42.4-42.5-42.6-42.7-42.8-42.9-43.0-43.1-43.2-43.3-43.4-43.5-43.6-43.7-43.8-43.9-44.0-44.1-44.2-44.3-44.4-44.5-44.6-44.7-44.8-44.9-45.0-45.1-45.2-45.3-45.4-45.5-45.6-45.7-45.8-45.9-46.0-46.1-46.2-46.3-46.4-46.5-46.6-46.7-46.8-46.9-47.0-47.1-47.2-47.3-47.4-47.5-47.6-47.7-47.8-47.9-48.0-48.1-48.2-48.3-48.4-48.5-48.6-48.7-48.8-48.9-49.0-49.1-49.2-49.3-49.4-49.5-49.6-49.7-49.8-49.9-50.0-50.1-50.2-50.3-50.4-50.5-50.6-50.7-50.8-50.9-51.0-51.1-51.2-51.3-51.4-51.5-51.6-51.7-51.8-51.9-52.0-52.1-52.2-52.3-52.4-52.5-52.6-52.7-52.8-52.9-53.0-53.1-53.2-53.3-53.4-53.5-53.6-53.7-53.8-53.9-54.0-54.1-54.2-54.3-54.4-54.5-54.6-54.7-54.8-54.9-55.0-55.1-55.2-55.3-55.4-55.5-55.6-55.7-55.8-55.9-56.0-56.1-56.2-56.3-56.4-56.5-56.6-56.7-56.8-56.9-57.0-57.1-57.2-57.3-57.4-57.5-57.6-57.7-57.8-57.9-58.0-58.1-58.2-58.3-58.4-58.5-58.6-58.7-58.8-58.9-59.0-59.1-59.2-59.3-59.4-59.5-59.6-59.7-59.8-59.9-60.0-60.1-60.2-60.3-60.4-60.5-60.6-60.7-60.8-60.9-61.0-61.1-61.2-61.3-61.4-61.5-61.6-61.7-61.8-61.9-62.0-62.1-62.2-62.3-62.4-62.5-62.6-62.7-62.8-62.9-63.0-63.1-63.2-63.3-63.4-63.5-63.6-63.7-63.8-63.9-64.0-64.1-64.2-64.3-64.4-64.5-64.6-64.7-64.8-64.9-65.0-65.1-65.2-65.3-65.4-65.5-65.6-65.7-65.8-65.9-66.0-66.1-66.2-66.3-66.4-66.5-66.6-66.7-66.8-66.9-67.0-67.1-67.2-67.3-67.4-67.5-67.6-67.7-67.8-67.9-68.0-68.1-68.2-68.3-68.4-68.5-68.6-68.7-68.8-68.9-69.0-69.1-69.2-69.3-69.4-69.5-69.6-69.7-69.8-69.9-70.0-70.1-70.2-70.3-70.4-70.5-70.6-70.7-70.8-70.9-71.0-71.1-71.2-71.3-71.4-71.5-71.6-71.7-71.8-71.9-72.0-72.1-72.2-72.3-72.4-72.5-72.6-72.7-72.8-72.9-73.0-73.1-73.2-73.3-73.4-73.5-73.6-73.7-73.8-73.9-74.0-74.1-74.2-74.3-74.4-74.5-74.6-74.7-74.8-74.9-75.0-75.1-75.2-75.3-75.4-75.5-75.6-75.7-75.8-75.9-76.0-76.1-76.2-76.3-76.4-76.5-76.6-76.7-76.8-76.9-77.0-77.1-77.2-77.3-77.4-77.5-77.6-77.7-77.8-77.9-78.0-78.1-78.2-78.3-78.4-78.5-78.6-78.7-78.8-78.9-79.0-79.1-79.2-79.3-79.4-79.5-79.6-79.7-79.8-79.9-80.0-80.1-80.2-80.3-80.4-80.5-80.6-80.7-80.8-80.9-81.0-81.1-81.2-81.3-81.4-81.5-81.6-81.7-81.8-81.9-82.0-82.1-82.2-82.3-82.4-82.5-82.6-82.7-82.8-82.9-83.0-83.1-83.2-83.3-83.4-83.5-83.6-83.7-83.8-83.9-84.0-84.1-84.2-84.3-84.4-84.5-84.6-84.7-84.8-84.9-85.0-85.1-85.2-85.3-85.4-85.5-85.6-85.7-85.8-85.9-86.0-86.1-86.2-86.3-86.4-86.5-86.6-86.7-86.8-86.9-87.0-87.1-87.2-87.3-87.4-87.5-87.6-87.7-87.8-87.9-88.0-88.1-88.2-88.3-88.4-88.5-88.6-88.7-88.8-88.9-89.0-89.1-89.2-89.3-89.4-89.5-89.6-89.7-89.8-89.9-90.0-90.1-90.2-90.3-90.4-90.5-90.6-90.7-90.8-90.9-91.0-91.1-91.2-91.3-91.4-91.5-91.6-91.7-91.8-91.9-92.0-92.1-92.2-92.3-92.4-92.5-92.6-92.7-92.8-92.9-93.0-93.1-93.2-93.3-93.4-93.5-93.6-93.7-93.8-93.9-94.0-94.1-94.2-94.3-94.4-94.5-94.6-94.7-94.8-94.9-95.0-95.1-95.2-95.3-95.4-95.5-95.6-95.7-95.8-95.9-96.0-96.1-96.2-96.3-96.4-96.5-96.6-96.7-96.8-96.9-97.0-97.1-97.2-97.3-97.4-97.5-97.6-97.7-97.8-97.9-98.0-98.1-98.2-98.3-98.4-98.5-98.6-98.7-98.8-98.9-99.0-99.1-99.2-99.3-99.4-99.5-99.6-99.7-99.8-99.9-100.0-100.1-100.2-100.3-100.4-100.5-100.6-100.7-100.8-100.9-101.0-101.1-101.2-101.3-101.4-101.5-101.6-101.7-101.8-101.9-102.0-102.1-102.2-102.3-102.4-102.5-102.6-102.7-102.8-102.9-103.0-103.1-103.2-103.3-103.4-103.5-103.6-103.7-103.8-103.9-104.0-104.1-104.2-104.3-104.4-104.5-104.6-104.7-104.8-104.9-105.0-105.1-105.2-105.3-105.4-105.5-105.6-105.7-105.8-105.9-106.0-106.1-106.2-106.3-106.4-106.5-106.6-106.7-106.8-106.9-107.0-107.1-107.2-107.3-107.4-107.5-107.6-107.7-107.8-107.9-108.0-108.1-108.2-108.3-108.4-108.5-108.6-108.7-108.8-108.9-109.0-109.1-109.2-109.3-109.4-109.5-109.6-109.7-109.8-109.9-110.0-110.1-110.2-110.3-110.4-110.5-110.6-110.7-110.8-110.9-111.0-111.1-111.2-111.3-111.4-111.5-111.6-111.7-111.8-111.9-112.0-112.1-112.2-112.3-112.4-112.5-112.6-112.7-112.8-112.9-113.0-113.1-113.2-113.3-113.4-113.5-113.6-113.7-113.8-113.9-114.0-114.1-114.2-114.3-114.4-114.5-114.6-114.7-114.8-114.9-115.0-115.1-115.2-115.3-115.4-115.5-115.6-115.7-115.8-115.9-116.0-116.1-116.2-116.3-116.4-116.5-116.6-116.7-116.8-116.9-117.0-117.1-117.2-117.3-117.4-117.5-117.6-117.7-117.8-117.9-118.0-118.1-118.2-118.3-118.4-118.5-118.6-118.7-118.8-118.9-119.0-119.1-119.2-119.3-119.4-119.5-119.6-119.7-119.8-119.9-120.0-120.1-120.2-120.3-120.4-120.5-120.6-120.7-120.8-120.9-121.0-121.1-121.2-121.3-121.4-121.5-121.6-121.7-121.8-121.9-122.0-122.1-122.2-122.3-122.4-122.5-122.6-122.7-122.8-122.9-123.0-123.1-123.2-123.3-123.4-123.5-123.6-123.7-123.8-123.9-124.0-124.1-124.2-124.3-124.4-124.5-124.6-124.7-124.8-124.9-125.0-125.1-125.2-125.3-125.4-125.5-125.6-125.7-125.8-125.9-126.0-126.1-126.2-126.3-126.4-126.5-126.6-126.7-126.8-126.9-127.0-127.1-127.2-127.3-127.4-127.5-127.6-127.7-127.8-127.9-128.0-128.1-128.2-128.3-128.4-128.5-128.6-128.7-128.8-128.9-129.0-129.1-129.2-129.3-129.4-129.5-129.6-129.7-129.8-129.9-130.0-130.1-130.2-130.3-130.4-130.5-130.6-130.7-130.8-130.9-131.0-131.1-131.2-131.3-131.4-131.5-131.6-131.7-131.8-131.9-132.0-132.1-132.2-132.3-132.4-132.5-132.6-132.7-132.8-132.9-133.0-133.1-133.2-133.3-133.4-133.5-133.6-133.7-133.8-133.9-134.0-134.1-134.2-134.3-134.4-134.5-134.6-134.7-134.8-134.9-135.0-135.1-135.2-135.3-135.4-135.5-135.6-135.7-135.8-135.9-136.0-136.1-136.2-136.3-136.4-136.5-136.6-136.7-136.8-136.9-137.0-137.1-137.2-137.3-137.4-137.5-137.6-137.7-137.8-137.9-138.0-138.1-138.2-138.3-138.4-138.5-138.6-138.7-138.8-138.9-139.0-139.1-139.2-139.3-139.4-139.5-139.6-139.7-139.8-139.9-140.0-140.1-140.2-140.3-140.4-140.5-140.6-140.7-140.8-140.9-141.0-141.1-141.2-141.3-141.4-141.5-141.6-141.7-141.8-141.9-142.0-142.1-142.2-142.3-142.4-142.5-142.6-142.7-142.8-142.9-143.0-143.1-143.2-143.3-143.4-143.5-143.6-143.7-143.8-143.9-144.0-144.1-144.2-144.3-144.4-144.5-144.6-144.7-144.8-144.9-145.0-145.1-145.2-145.3-145.4-145.5-145.6-145.7-145.8-145.9-146.0-146.1-146.2-146.3-146.4-146.5-146.6-146.7-146.8-146.9-147.0-147.1-147.2-147.3-147.4-147.5-147.6-147.7-147.8-147.9-148.0-148.1-148.2-148.3-148.4-148.5-148.6-148.7-148.8-148.9-149.0-149.1-149.2-149.3-149.4-149.5-149.6-149.7-149.8-149.9-150.0-150.1-150.2-150.3-150.4-150.5-150.6-150.7-150.8-150.9-151.0-151.1-151.2-151.3-151.4-151.5-151.6-151.7-151.8-151.9-152.0-152.1-152.2-152.3-152.4-152.5-152.6-152.7-152.8-152.9-153.0-153.1-153.2-153.3-153.4-153.5-153.6-153.7-153.8-153.9-154.0-154.1-154.2-154.3-154.4-154.5-154.6-154.7-154.8-154.9-155.0-155.1-155.2-155.3-155.4-155.5-155.6-155.7-155.8-155.9-156.0-156.1-156.2-156.3-156.4-156.5-156.6-156.7-156.8-156.9-157.0-157.1-157.2-157.3-157.4-157.5-157.6-157.7-157.8-157.9-158.0-158.1-158.2-158.3-158.4-158.5-158.6-158.7-158.8-158.9-159.0-159.1-159.2-159.3-159.4-159.5-159.6-159.7-159.8-159.9-160.0-160.1-160.2-160.3-160.4-160.5-160.6-160.7-160.8-160.9-161.0-161.1-161.2-161.3-161.4-161.5-161.6-161.7-161.8-161.9-162.0-162.1-162.2-162.3-162.4-162.5-162.6-162.7-162.8-162.9-163.0-163.1-163.2-163.3-163.4-163.5-163.6-163.7-163.8-163.9-164.0-164.1-164.2-164.3-164.4-164.5-164.6-164.7-164.8-164.9-165.0-165.1-165.2-165.3-165.4-165.5-165.6-165.7-165.8-165.9-166.0-166.1-166.2-166.3-166.4-166.5-166.6-166.7-166.8-166.9-167.0-167.1-167.2-167.3-167.4-167.5-167.6-167.7-167.8-167.9-168.0-168.1-168.2-168.3-168.4-168.5-168.6-168.7-168.8-168.9-169.0-169.1-169.2-169.3-169.4-169.5-169.6-169.7-169.8-169.9-170.0-170.1-170.2-170.3-170.4-170.5-170.6-170.7-170.8-170.9-171.0-171.1-171.2-171.3-171.4-171.5-171.6-171.7-171.8-171.9-172.0-172.1-172.2-172.3-172.4-172.5-172.6-172.7-172.8-172.9-173.0-173.1-173.2-173.3-173.4-173.5-173.6-173.7-173.8-173.9-174.0-174.1-174.2-174.3-174.4-174.5-174.6-174.7-174.8-174.9-175.0-175.1-175.2-175.3-175.4-175.5-175.6-175.7-175.8-175.9-176.0-176.1-176.2-176.3-176.4-176.5-176.6-176.7-176.8-176.9-177.0-177.1-177.2-177.3-177.4-177.5-177.6-177.7-177.8-177.9-178.0-178.1-178.2-178.3-178.4-178.5-178.6-178.7-178.8-178.9-179.0-179.1-179.2-179.3-179.4-179.5-179.6-179.7-179.8-179.9-180.0-180.1-180.2-180.3-180.4-180.5-180.6-180.7-180.8-180.9-181.0-181.1-181.2-181.3-181.4-181.5-181.6-181.7-181.8-181.9-182.0-182.1-182.2-182.3-182.4-182.5-182.6-182.7-182.8-182.9-183.0-183.1-183.2-183.3-183.4-183.5-183.6-183.7-183.8-183.9-184.0-184.1-184.2-184.3-184.4-184.5-184.6-184.7-184.8-184.9-185.0-185.1-185.2-185.3-185.4-185.5-185.6-185.7-185.8-185.9-186.0-186.1-186.2-186.3-186.4-186.5-186.6-186.7-186.8-186.9-187.0-187.1-187.2-187.3-187.4-187.5-187.6-187.7-187.8-187.9-188.0-188.1-188.2-188.3-188.4-188.5-188.6-188.7-188.8-188.9-189.0-189.1-189.2-189.3-189.4-189.5-189.6-189.7-189.8-189.9-190.0-190.1-190.2-190.3-190.4-190.5-190.6-190.7-190.8-190.9-191.0-191.1-191.2-191.3-191.4-191.5-191.6-191.7-191.8-191.9-192.0-192.1-192.2-192.3-192.4-192.5-192.6-192.7-192.8-192.9-193.0-193.1-193.2-193.3-193.4-193.5-193.6-193.7-193.8-193.9-194.0-194.1-194.2-194.3-194.4-194.5-194.6-194.7-194.8-194.9-195.0-195.1-195.2-195.3-195.4-195.5-195.6-195.7-195.8-195.9-196.0-196.1-196.2-196.3-196.4-196.5-196.6-196.7-196.8-196.9-197.0-197.1-197.2-197.3-197.4-197.5-197.6-197.7-197.8-197.9-198.0-198.1-198.2-198.3-198.4-198.5-198.6-198.7-198.8-198.9-199.0-199.1-199.2-199.3-199.4-199.5-199.6-199.7-199.8-199.9-200.0-200.1-200.2-200.3-200.4-200.5-200.6-200.7-200.8-200.9-201.0-201.1-201.2-201.3-201.4-201.5-201.6-201.7-201.8-201.9-202.0-202.1-202.2-202.3-202.4-202.5-202.6-202.7-202.8-202.9-203.0-203.1-203.2-203.3-203.4-203.5-203.6-203.7-203.8-203.9-204.0-204.1-204.2-204.3-204.4-204.5-204.6-204.7-204.8-204.9-205.0-205.1-205.2-205.3-205.4-205.5-205.6-205.7-205.8-205.9-206.0-206.1-206.2-206.3-206.4-206.5-206.6-206.7-206.8-206.9-207.0-207.1-207.2-207.3-207.4-207.5-207.6-207.7-207.8-207.9-208.0-208.1-208.2-208.3-208.4-208.5-208.6-208.7-208.8-208.9-209.0-209.1-209.2-209.3-209.4-209.5-209.6-209.7-209.8-209.9-210.0-210.1-210.2-210.3-210.4-210.5-210.6-210.7-210.8-210.9-211.0-211.1-211.2-211.3-211.4-211.5-211.6-211.7-211.8-211.9-212.0-212.1-212.2-212.3-212.4-212.5-212.6-212.7-212.8-212.9-213.0-213.1-213.2-213.3-213.4-213.5-213.6-213.7-213.8-213.9-214.0-214.1-214.2-214.3-214.4-214.5-214.6-214.7-214.8-214.9-215.0-215.1-215.2-215.3-215.4-215.5-215.6-215.7-215.8-215.9-216.0-216.1-216.2-216.3-216.4-216.5-216.6-216.7-216.8-216.9-217.0-217.1-217.2-217.3-217.4-217.





**Apprentice** - a very exciting little computer that features block puzzles and arcade action.

#### **BREAKING THE LIMITS**

With games like *Freemove* under development, and programs like *Maffed* in development, Rainbow Arts are already a force to be reckoned with. But we discovered that there was a lot more going on in this small Swiss office than we would ever have imagined. How about a "reverse game"? Or, maybe? Apparently Rainbow Arts' parent company, Video Media, (subsidiary of LHM) apparently asked RA to do a new national game for them! It wasn't immediately forthcoming, obviously we could have given you a quick drop, but the idea sounded quite good. We've had several approaches from big German companies to program promotional software for them, and first, the attitude to computer games here in Germany isn't the same as it is in the US.

No, it certainly isn't, not when Microsoft games get banned by the German government. Every game that goes on the shelf in Germany has to be certified to not cause it doesn't encourage children to embrace an life of mass alien murder. "It's not a serious problem for us," said Teuf, but we do have to remember the position of their President, we wouldn't really want to produce anti-social games in the first place.

As if to reinforce this, one of the best titles that we saw in Switzerland was *Apprentice*. This is an extremely cute little number that takes the basic factor from Super Mario Bros through there's no continuity in gameplay and combines it with the block-pushing elements of Sokoban, adding a good deal of attractive graphic over-

lay in the process. The recent touch here, as you bounce and climb around the landscape, was the little deopplinger - a tiny scroll-down version of the castle figure you control who can "split off" from the hero and send off an adventurer of its own. This isn't just a gimmick, in fact it's actually useful to introduce a whole new set of puzzles in the game as you discover blocks that can only be activated by someone of small size and vice versa.

#### **SOUND SURPRISES**

*Rainbow Arts* have also been having their attention to the sound side of things with their recent release *Black and Red* (reviewed in the issue). Following from their experience with *Black*, RA have developed a new system for storing and using samples in games that could have a dramatic effect on the music we hear when we play.

Most players not probably have already heard sampled sound tracks on games. Some of the most notorious sound examples have been the *Playhouse* titles *Shadow of the Beast* and *Blood Money* not to mention *Amos 'n' Andy*. However, sampled sound calls up just a lot of memory and you're unlikely to get a very long, non-repeating sampled sound track on your hard disk.

Let's now, then, RA have developed a system that actually scans the samples and breaks them up into small sections. These sections are then stored and referenced by a look up table. Combining the system with other compression methods means that we can expect to get some very long, high-quality sampled soundtracks in the near future. Doubtless other software houses will be disappointed when RA's product that comes their way is an effort to duplicate the system.

Our next effort, now we have that system, is to shift, in professional musician to write scores for games in the same way that people write scores for movies. We want the music to mirror exactly the action of the game and to contribute to the atmosphere by being appropriate - not just by being loud. We have a good start here since our music programmer, Chris Hainbeck, is the German equivalent of Rob Hubbard. Can't be bad.



**Mark Krich**, founder of *Rainbow Arts*, created the company while he was still at school. By the time he was 17, he had three employees. *Apprentice* is the second most of his money on a hobby...

#### **THE POT OF GOLD**

OK, so the effort we saw was impressive, but good games come and go, and often the companies that produce them get discovered in the midst of time, at what? However, *Rainbow Arts* actually managed to get us even more excited about their future plans than about their current products.

"We can't go on just doing the sort of games we're doing now," claims Teuf. "The problem is that we've already reached the technological limit of the C64. Once you get someone like *Maffed* addressing 50 frames a second there really isn't anything else to go. There's generosity of course, but we already have literally a tonne of gameplay ideas that our programmers work to. So we have to look elsewhere."

Teuf explains that after the release of *Conquest*, *Amos*, and *Apprentice*, *Rainbow Arts* will have reached the end of an era. From the middle of next year, their programming team will start to explore brand new worlds of programming. "But it's a Macintosh fan so he's already been impressed by the advantages of such technologies at Contact. Doing that 400 frame FPS and by a small team to draw an exciting course through new genres."

"The first thing we're going to do is a project concerning a highly complex fantasy sports simulation. I can't say any more than that, but regarding the addition of sport merged with the detail of simulation and the atmosphere of fantasy. After that we're heading out into scientific FPS territory. We've already begun to develop techniques that will enable us to generate and simulate entire galactic systems - far larger than anything we've seen to date.

Our aim is to be able to release our games over different media. After all, we make a mess out of film - why shouldn't we make films out of games? We've determined to put into our titles sufficient originality and design to ensure that they can be converted into other entertainment media.

There's no doubt that RA, now one of the most successful European software houses outside the US, have the means to pursue these aims. Despite an air of modesty, it's clear that they're already participating the possibilities of dedicated hardware, CD-I and other game media. Watch this space.



The world of *Rainbow Arts* - involves falling down stairs, underwater battles, and more furious challenges.

1 0 25 26 3 7 2

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18

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DAYS OF THE

# Pharaoh

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	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
<b>Enemy Strength</b>	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10
1st Floor	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
2nd Floor	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
3rd Floor	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
4th Floor	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
5th Floor	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
6th Floor	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
7th Floor	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
8th Floor	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
9th Floor	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
10th Floor	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
11th Floor	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
12th Floor	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
13th Floor	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
14th Floor	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
15th Floor	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
16th Floor	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
17th Floor	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
18th Floor	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
19th Floor	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
20th Floor	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
21st Floor	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
22nd Floor	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
23rd Floor	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
24th Floor	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
25th Floor	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
26th Floor	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
27th Floor	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
28th Floor	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
29th Floor	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
30th Floor	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
31st Floor	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
32nd Floor	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32

away the weapons, food, money and keys. Steal them and sell them. When you have done that to all twelve sets of characters, record your last character and start the game.

(2) It will be necessary to get some of the equipment in a safe place where you can find it, in a shell, and you have recorded the last champion in your party as you cannot carry it all without recording and killing the last few champions.

(3) Due to lack of space each champion has to carry things. Have one champion carrying all the keys and two champions carrying the money as this will give you an extra five pockets to use.

(4) On the map near the bank entrance is a shop (next to W). This shop will buy your extra weapons, but do haggle with him, even resort to Smashik (see info under W) for amounts.

(5) After selling equipment you can get off from 4 channels amount, 2 leather shields and 2 saddles costing 12, 6 and 10 respectively.

Now you know about building Bloodwyck's well-known Bloodwyck. This is a map of the main square by 32 Squares of Blood. Bloodwyck provides a few helpful hints as well as a map of the Champions' Hall and entrance to the Keep with a chart showing the attributes of the champions at the beginning of the adventure.



(1) When starting off, choose the four champions you want, but only record three of them to start with. Go round the halls finding the others and recording them later.

### HALLS OF THE CHAMPIONS

- Shop
- Bank
- Tavern
- Apartment
- School
- Pillar
- Gate
- CHAMPIONS
- Dungeon 1
- Dungeon 2

- Dungeon 10
- Dungeon 7
- Dungeon 11
- Dungeon 12

- W = Record last few things







→ **THE TEMPLE OF SET**  
KEY  
S = START  
M = MONK

Now it is off to the Temple of Set. If your energy, health, strength, stamina is low, go to an inn with two doors and buy some food and healing. Then off to the temple. Make sure you have some stacking scrolls (scrolls, scrolls, etc.) to use against the high priests.

Make sure you go all round, especially to the large area on the east side before you go down the stairs. Make sure you get the medicine.

Make sure you have the cross. Now go to the circle. Go along the long corridor. On the way to Lich, when you're near it, you will see three ghostlike people standing in the room. Kill them, collect the gear they carry so, unlock the door and go in. The only one you have to kill is Lich the book. He drops all the three mentioned before. Pick the gear and escape out. Go to the inn on the main map to build up money and weapons. Then go to AGG.

After you have got the other four gems you can then go to the labyrinth. Use the wand to kill the monsters, make sure you get a key and a mirror off the monsters, so without the mirror the monster will turn you to stone.

After taking the mirror get the gem, then interpret or find your way out. Then go back to the inn and that's it, you've completed Godegyn's Domain.



→ **LABYRINTH**  
KEY  
S = HIGH PRIESTS  
W = WOUNDS OF SCROLLS  
M = MIRROR  
ATTACK HAS WITH A WEAPON, YOU CAN USE THE WOND OF HOLY HAND



→ **ASSASSIN'S GUILD**  
KEY  
S = START

→ **ASSASSIN'S GUILD**  
KEY  
S = START  
M = LORD OF ASSASSINS  
L = LORD OF ASSASSINS ABOUT J CORRIDOR, IF NOT FOUND THEN ATTACK HAS WITH WEAPON

→ **LABYRINTH**  
KEY  
S = START  
M = MIRROR, MIRROR  
W = WOUNDS OF SCROLLS  
WAND AND MIRROR  
WAND WEAPON

Lord of the Darkness, kill him, take his goodies then go and kill the next monster.

After you have the gem and other weapons and armour, make your way to the Forest of Deas. The people are friends but they carry gold, armour, potions and scrolls so it is best to kill them. The Lord of the Deas carries the Deas state and money, kill my body outside in the Forest of Deas.

It is hard to go all round the Forest of Deas but kill anyone you see.



It may look like Godegyn and Godegyn, but with these AGG tips you're only a stone's throw from success.

Games

# CONTINENTAL CIRCUS



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## GOLDEN OLDIE - ELITE

Fans of Elite who are having trouble making much progress in this excellent game will be pleased to see this cheat from Marco Verheijen in Holland. While it gives you a helping hand, it won't spoil the game for you.

When you want to jump over the bar that allows large you should do the following:

Press yourself with anything you want and touch. Select the station, choose galactic chart (F5) and click on a planet in the area.

When you move the mouse around and press **Q** you get planets that aren't in your range. When you type **tab** click on a planet in your range and position the cursor on a planet you found with **Q**. Now type space and press **Q**. It's a bit tricky because you can't see the mouse in type space, so you'll have to choose a planet before you type space.

My personal record is 112.4 kpts years. To accomplish this there's a slightly different method.



You have to change the planet and click on the planet in the chart with your mouse. You

if it you can press **Q** you'll get much greater distances to jump. Do not click on a planet with

a mouse, and then the distance table.

## OOPS!

Back in issue 25 we pointed the authors to *BattleTech* but forgot to tell you which number game's pits



we had provided it. Sorry! (Shouldn't remind all around. It was in fact Adam Morley of Leicester. I want to take note of because it's one you're likely to be seeing quite regularly in this column in the future. Since we neglected to credit Adam when he submitted *Warrior*, I can't plug in *Warrior*. Adam's first issue *Warrior* has just been published, so it may lead to your local book shop right now and head straight for the SF shelves.

## CODE CRAZY

Over billions of hours of flight, only Saturn hasn't left using game players with a few lines of code.



THUNDERBOLTS MARCH 87 CDA, SPECTRUM 4 SPECTRUM PART 2> RECOVERY 3> ALTY

## RICK DANGEROUS IS A CHEAT...

If a cheating a day keeps the diplomats away Fletcher says. Don't getting through previous levels get better? Thought so. Just enter **FOOBY** on the high score table and you are given the option to start on any level up to the furthest you can reach. Well, now you know.



## ...AND SO IS SAVAGE HAWKEYE!

Been help been helped. This time it's for *Savage* and *Hawkeye* on the 87 courtesy of Jan Jensen.

**Hawkeye** Press the game when playing, press the **HELP** key and start playing again by pressing the joystick button. Now you have infinite lives. If you press the **4** key on the keypad you will enter the next level.

**Savage** Right at the beginning of game one (when control you will find a wall on the left. Run towards it and jump before you hit the wall. Now you will find yourself at the other side of it. Keep on walking to the left and you will notice the screen going crazy. Repeat the joystick in all directions and after a while you will find yourself in the red sector. Once in the red sector do the same as in the blue sector. Now you go to the purple sector. Do the same as in the red and blue sectors! A message appears that you have completed game one and the code word for game two is also shown there. That word is "SABOTEUR".

Virtual Sounds for a bug to me. But what the hell. It worked! Thank you, keep them coming.



BUS 4> ANDERSON

NAVY MONS MARCH 87 C1 PART 2> JAGHAW

SPACE MARCH 87 C1 PART 2> SABALITA 3> FORSCHE

## WORLD GAMES ON THE CPC 464

And now, welcome to Amstrad games from Andrew Dalwood of *MicroWorld* in the West Midlands.

- 1 LOAD BARREL JUMPING
- 2 SET THE BARRELS TO 30
- 3 HOLD THE BUTTON PRECISELY WHILE SWAYING LEFT AND RIGHT MOVING
- 4 WHEN THE BLACK FLAG APPEARS AT THE EDGE OF THE SCREEN THE GUNNER AUTOMATICALLY JUMPS
- 5 KEEP THE FIRE BUTTON PRECISELY WHILE THE GUNNER JUMPS OVER THE FLAG
- 6 PULL THE JOYSTICK DOWN WHEN THE GUNNER BEGINS TO FALL. HOLD THE FIRE BUTTON PRECISELY UNTIL THE TIME
- 7 THE SHATTER LARMS IN FRONT OF THE BARRELS. YOU CAN HOLD YOUR FINGER OFF THE FIRE BUTTON

Can't? Oh good. Run onwards...

# CONSOLE CORNER

Yes folks, it's back again! That series of Console corners everywhere! The ultimate friend for gamers alike! Yes! It's Console Corner!

In this month's corner we have some very comprehensive tips for Sega owners from the running console crew down in Casperilly. We'll bring you: Jop Givens and Mark Cook

## R-TYPE

**1** To make your R-Type indelible! Before you fire on the power beam, press down-right on control pad 1 and press rapidly and follow 1. Do this simultaneously and note them down with the R. Just just appears on the screen. Now it's on and start the game or over!



**2** To defeat **Krell** fire your dual unit into his stomach. Then move up to the top eye and keep rapidly firing.

**3** **Scramble** Collect the reflecting laser force. Then move just above his blue eye and rapidly fire. If the water gets close move to the top-left.

**4** **Mega Bombing** Collect the reflecting laser force and place it on your back. Move carefully around the ship and prepare a full laser beam. Wait until the generator starts back then hit the laser in.

**5** **Meltdown** Collect the reflecting laser force. Hit it on your back. Aim for the 90 degree angle and fire rapidly. The other two are straight forward. Just aim for the green window.

**6** **Krellian** Collect the scattered laser force and prepare a full beam. When the rock appears, fire your beam and hit. Keep firing and dodging the rocks. This way for 3 easier to defeat.

as there is no boss so collect the entire laser force. (Have your R-Type to the scattered 'L' and position it so it is full and full. Let off the dual unit and keep firing. You should not get hit.

**7** **Shoreline** Collect the entire laser force put it on your back. Keep firing and dodging. It is easier to do this level like this.

**8** **Bliss** This can collect any laser force less than until the cannon hits mouth and fire your dual unit and move. Keep firing rapidly and steady aim. You should defeat him easily.

**9** To get to the super stage go to level 4 and when the mechanical parts fit the screen there are two pillars at the top. Move to the first pillar. The screen should blink and now you enter the super stage.

**Super Stage Boss** Aim aim for his eyes. Then aim his weakness. Watch out for the balls he fires out of his mouth.

**10** To get the **scrambled**, rotate the D-button clockwise a couple of times. If you want sound effects press button 2 and press right on soundtrack 17.

To gain extra continues within the D-button anticlockwise on the continue option. You can gain a total of 12 continues.

## VIGILANTE

### TIPS

To choose a round. When the title screen is showing press both buttons and up-left on CD1. Keep these down that round can now be selected by pressing up and down.

When fighting boss two first go to the air and let her jump you then as she falls use her from you hit it, and pressed you dash and punch. He can be hit. This only works when he is in your left.

### TRAINING

The **stockholder** flag can be pumped to avoid combat.

To flykick, press both buttons while running then sharply press up still holding out toes 1 and 2. To fly punch, repeat but press down as opposed to up.

If you get to a boss with no handclaps



you can safely go back for them with no flags challenging you other way.

### Level 1

1 Jump all stockholders before fighting a water chamber etc.

2 To hit boss, grab handclaps, hit him in the right corner and hit him rapidly. His energy decreases more than normal.

### Level 2

1 Use level 1 tip 1.

2 To hit boss, use the abandoned chest, hit as close as you can hit. Then hit to do his arms behind him and repeat the chest.

### Level 3

1 See level 1 tip 1.

2 Motorbikes — don't let the motor off. Just keep jumping. Then and moving forward and punch soon though still coming. Don't land in their smoke or their fire (after the bikes show up or you'll lose energy).

To hit boss, smash his nose and jump into him. Dash and punch immediately. After two hits, jump back out and wait for him to get into you. Repeat the process.

### Level 4

1 Guess what? Level 1 Tip 1.

2 To hit boss, climb the dynamic and fly punch him up on the ledge when he jumps down. Keep fly kicking him running back fly kicking him etc. will be done.

### Level 5

1 Use Level 1.

2 To hit boss, grab handclaps and dash. The boss will walk towards you and before he can face you hit him with the handclaps. Repeat until he dies.

Thank you, thank you thank you. Hopefully we shall be hearing a lot more from these boys who are in future corners. Keep us posted!

## A SWEDISH CHEAT - CARRIER COMMAND

Pause the game and type "the best is yet to be". Now you are in the cheat mode.

### 1-SUBPSE

1-SPEED UP THE GAME

6-SHOW ALL THE COLOURS

ETC IN THE GAME

By also pressing CTRL and M for a duration. By also "Grow old along with me" and press "Y" to go back in the normal game press ...

Thanks to Joseph Muzler of Stockholm, Sweden for this little gem.



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# COMPETITION

ACE AND ATARI HAVE A BRAND NEW LYNX HAND-HELD CONSOLE TO GIVE AWAY

## THAT'S HANDY!



Here's a chance to get your hands on the incredible Atari Lynx colour hand-held games console...

**A**s revealed back in ACE issue 23, the new Atari Lynx hand-held console is one of the smartest games decks to be entered in years, and now we give you the chance to own this handy piece of hardware thanks to their generous gifts at Atari.

The Lynx was first unveiled at the Summer Consumer Electronics Show in Chicago, where it enthralled the gaming world with its impressive array of features and technical specifications.

The Atari Lynx is the world's first colour hand-held games console with a 3.5" LCD screen resolution of 192x120 pixels, screen refresh rate of 168Hz, 64K DRAM, 16 megabyte game carts, multi-player options and custom graphics and sound chips producing 30 colours on screen out of a palette of 4896, and four channel-stereo sound.

Among the games due for release on the Lynx are California Games and Impossible Mission and Treasure Chests - plus a myriad of other game titles from third party developers.

Although the Lynx was launched last month in the States, Atari won't be releasing it in the UK till early next year\* but ACE readers don't have to wait for that! Because you can WIN a LYNX now by entering our simple competition.



## WHAT YOU HAVE TO DO...

Winning the Atari Lynx couldn't be simpler in fact. It's as simple as 1 2 3.

1. What year was Atari founded?

(a) 1972 (b) 1977 (c) 1981

2. What computer console brought up games would you like to see connected to the Atari Lynx? Why?

3. And finally - we want you to give us a gameplaying tip for you all time favourite game - I mean bit of computer, console or coin-op. For example: Have you found a hidden cheat, mode or a bug? What about a well tested tactic to get past the difficult part? Is there a secret level?

Please write your answers on BLOCK CAPITALS on the back of a postcard. Don't forget to include your full name, address and telephone number.

Send your completed postcard to:  
ACE LYNX COMPETITION, Privacy Court, 30 St Pancras Lane, London, EC2A 4PU.

THE PRIZE

The Atari Lynx will be awarded to the best scored entry drawn at random from those received prior to the closing date.





# UP-BEATS

IN LATE REVEAL! NEW MUSIC! NEW GAMES! BY THE BY SHOW

What's new in the world of computer music? Cards for the PC, both-ends for all micros, sexy new software, and a system that could, if used to its full potential, set you back \$2500 just for the MIDI leads! Jon Bates tunes in to this year's PC Show...

If you were one of the hordes who attended this year's PC show at Earls Court then you could not escape the fact that music software was just in force. Once you had registered your ears just the initial bombarding of the multitude of games they were subject to further battering from the music area (unimprovably called the Music and Micros area) a whole section of stands, most one with soft and hardware plus speakers and amplifiers all set at their volume. To cap it all there had a huge bank of 75 screens backing a stage with feature regular demonstrations of the fine sounding sequencing packages. Cameo from Tom Hovington in Cutting Crew. Here's what we'll see...

## REAL OR IMAGINE...

Can anyone remember first complained about the Spectrums sound chip (probably the first person to coin a Spectrum, hardware manufacturer you have been taking in little fashion goods) but will enhance the music performance of our micros. In recent months this is software has been appearing for the new 128bit car-

ret and some of them are very impressive indeed. But owners needs! Deeper either as several of these new ones are simply modified MIDI set that can be driven by any MIDI equipped micro, whether it be an Amib to CPC plus (MIDI capable) or a IBM Music Interface 2 Spectrum.

## FM MELODY MAKER

Although designed for the ST only, the little board shows the extent of possible when strong cooperation between the dedicated music card (or) and the computer system. Manufactured by Digital Arts the package consists of a cartridge that plugs into the side port on the ST and comes with playback and recording software.

The cartridge contains a novel chip that uses the same method of sound generation as the very successful Yamaha O1 series of synthesizers. Frequency Modulation. It will give you up to 11 sounds simultaneously which includes a drum set. To get the best from the unit it would be best to have both an external amplifier and a MIDI keyboard. The latter then plugs into the computer's MIDI In port and allows you to play any of the notes contained on the chip.

The recording software will let you play anything in and multi-track your performance (with variable startable options) plus. OK set in an edit entry level program into the world of sound and MIDI.

The package also has good MIDI facilities that will allow you to control and play other guitars connected to the MIDI set port. Not bad for £200.00. Like many of the MIDI add-ons it can also be incorporated into games and there are several titles in preparation that will be able to use the cartridge to its extra sound generation.



The FM Melody Maker from Digital Arts has plenty of options to customise the sounds. Each one can be assigned to a separate MIDI channel.



Setting up a drum pattern with FM Melody Maker. The pad will have left to right 64 notes. Multiple square regions with a drum beat on the instrument board at the left.



Experimenting on FM Melody Maker uses traditional sounds including an excellent drum set. The lower left hand corner which lets you define the individual volumes of the sounds.

## IBMS AND POLARIS...

Unquestionably some of the several (left or left) of the show were coming out of the Island studios. Ever since the company released its popular little MT32 based module a whole market of home computer users demanding quality sound sources on the cheap has sprung up.

To satisfy demand Island have put out a new range of synth modules designed specifically to run with of MIDI software and computer. Although not cheap by computer hardware standards they are in effect reprogrammed versions of two of their most successful sound modules: the D110 (A synth or similar) and the D130 (sample player) both included for their excellent sounds.

The CM32, comparable to the D110 and has 128 sounds plus 10 performance modes and

## BLASTS WHILE YOU BLAST

fully blown 4'x4' sound reproducer? When to beat all your games better than with a spot of heavy duty blast? Several of the units mentioned in these pages will respond to such music by a lot of games giving you a full stereo sound track.

The FM Melody Maker is an one that going to be supported by several software houses, and Sierra On Line already support the MT32. Yamaha Music Front PC card and the Game CD series. Compatible software is also promised for the Games Cluster too (the name suggests mentioned titles include:

As you call 044 00

these pages prices for these units vary enormously. You'll find in the under general position of tightening the belt on your pocket bank you can at least take heart from the dynamic trend (due out on virtually every corner of the show and exemplified by recent releases such as Blood Money from Play Music, Rock and Roll from Play Music, and the new and the new) and Kender II. It's improving reliability the quality of games sound tracks.

a general. Most of this is currently being done by using sampling and are techniques for storing and compressing sound data means that the music will have while we slaughter the Amiga-style will continue to develop dramatically over the next year.



Blood Money's titles are games with glorious full-stereo IBM sound tracks...

# STRYS



- ★ Ultra smooth 2 way scrolling
- ★ Designed with small fully animated characters from Carson Corbett, the artist who brought you the classic hit Barbarian
- ★ Multi-directional free format weapon usage
- ★ Large playfield for even more action.

You're really up against it this time. Those revelling robots have finally topped an 81 level that's totally powerful weapons for the first time! You're in a fix. Someone's got to stop 'em before it all goes out of hand. I mean, you just can't have those silly 'Coping' systems running the streets of Doris City and expect the 'roids to put up with it. What an earth is going to come out the next? You guessed you get the job.

Fortunately, you've got a little bit on the spiritual side. You are Stryx, the brother of August Alpha because, the meanest fighting, smartest thinking (back) of 'em. I've got that mean 'hell robot, you got the business, the only one who can stop those wild 'Coping'.

You'll have to work hard, though. Plenty of those of the revelling creature as such a real waste of time to make and leaving the keys to the 'Lifeless'.

So Stryx, you'd better get your yatch on for some high level robot slugging through the unbelievably complex underground world of the Doris city. It's a tough enough man, and time is running out.

AMIGA/ATARI ST £19.95

Screen Shots from the Atari ST Version



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32 sound effects plus adjustable digital reverb. This will not you back \$399 but after all you are getting up to nine channels of professional quality sounds simultaneously. An equivalent synth keyboard, for example, would cost you around \$200.

The CM32P inherits the role of its \$1300 and will perform an simultaneous pairs of sampled sound with 64 sounds available giving you a maximum of 32 notes at any one time. More sounds can be obtained by the prosody by purchasing sound cards which will cost \$275 each. In addition the \$245 you have spent out on the unit, for \$700 you can have both models in one box (the CM32) and a view with your bank manager.

**SAMPLE-LIKE SAMPLES**

Sampled. While others that digitally capture sound in its raw form it, and then play it back, we set in to fall dramatically in price following the news that Orchestral who have been pioneering a layout and of the market with personal keyboard driven machines and an analogue sound module are now stepping out at the sample market.

On offer will be a 16-bit dedicated sampler for under \$500. This may sound a lot but the spec is comparable to units costing a very great deal more. The latest (backlog) of PCs but not in operation is a 16-bit sampler and not dependent on any computer to drive or edit it. It comes complete with a 2 1/2" drive and has the ability to play back multiple samples as well as supporting a full MIDI specification. It will also accept data from certain other samplers. Should get the cat amongst the sample singers early next year.

**REPLAY REPLAY**

Memorable through Microsoft and the collaboration Tony Malone, the man behind many a sampling program, there is a refined new or of Replay now in its 5th version and called Replay Professional, costing £120-95 for the ST only. Its advantages over previous versions will be that the sound editing features are made much easier and easier to use. The sound library are greatly enhanced and could exponentially of all the sound is already sampled in 12 bits and stretched down to 8 bits for the ST to store



Roland's CM32P - not many knobs, but wedges of sound, and an order computer control. More and more games are exploiting MIDI soundtracks - it will be the tide that will get you a punch into your playing.

Without going into great technical detail the bottom line here is that the sound will be much smoother than before and will have a lot less background hiss. The new version will also allow you to play back four separate sounds simultaneously. There is for good measure will be a sample processing program and also a MIDI keyboard with a reasonable degree of sophistication.

Heavy-duty ST sample tracks could check out the \$450 Samplerack - a professional piece of hardware that comes as a separate unit, all ready to slot into a rack. Needless to say it works a charm, comes with a sequencer and full MIDI features plus, all the bells and whistles that you would expect for a shade under \$500. This may seem very expensive, but you would probably pay considerably more than this for a separate sampling device and you would certainly not have the editing facilities that the \$450 can give you. One for the serious purchaser though.

ST owners could also try out Quartet from Microsoft. For \$49.95 you get a piece of software that will play up to four sampled voices



Replay Professional - yes, it's not Orchestral with graph paper but a three dimensional editing (see further breakdown) of a nice new sample.

simultaneously and will allow up to 90 samples at memory, dependent on the length of each one. It uses samples that are in the same format as the Replay single and there are plenty of these available in the Public Domain. If you can create your own using the Replay package. The program also includes sequencing and graphic sample editing facilities.

**MUSIC'S JUNKIE**

Timbers about that the then-computing Music's Junkie sequencing, sampling and editing program (reviewed last month) will soon be available in smaller and hence cheaper forms. The word is that SCA will be making a Junior version available for under £100. Having got you hooked on that you can then save up and buy the additional software modules to add to the program and build up to the full version. It's a bit like a LEGO kit - you start with Junior and build your own junkie. Tasty you end up with Master Junkie edition that will construct a fully-featured model of the Space Shuttle in your bedroom.

**INTO THE FUTURE**

Apart from the more forward regarding the sound quality of games and a software to sample anything that so much as suggests the other interesting trend at the PC Show was the development of the multi-tasking or intensive processors for the computer.

What it has been possible for several programs to share the memory space and let you jump from one to the other, it has not been

See this frequency spectrum display.



The main control screen of Replay Professional. The main sample screen (the upper part of the on-screen window) is normally hidden and is displayed on the lower left and right by clicking on the right.

## CROTCHETS...

Wandering round the shops, every so often something catches your eye that makes you think twice or three.

Such is Finland's Technology's *Acoustics* program that allows you to control up to 100 MIDI instruments and keyboards. Always assuming that you could actually afford 100 MIDI instruments, this sounds pretty nice. But then suddenly the thought occurs to visit a store and a single MIDI keyboard set you back as much as £20. Anyone but there want to spend £2000 on a keyboard?

Or what about the cheap one sitting up to you while we learned to Steenberg's *Cyber* being cloned and offered as a cloned version. Less strange for under a quarter of the price. Sounds great, until you realize that (a) it won't store the sounds in the proper format and (b) certain functions will therefore cease to work and (c) you will then have your work and (d) Steenberg will not be altogether happy to get you out of the mess and (e) it won't work with any of the upgrades. Suddenly the bargain sounds to be a bit pricey.

Can't bear the case that an action performed on one program will also affect the number of another program which is in fact running simultaneously in the background?

The usual example quoted by the developers of these systems is where you are playing a game from a MIDI sequencer and you decide that the sound of the synth is not quite right. Quick as a flash you jump to the synthesizer sound editor which is also running at the same time as the composer. Without a pause for breath you are able to change the synth sound and hear the effect. The main controls for either program can be overlaid onto each other.

The usual reaction is that this may all be well and good for those who have coats of fifty feet to wade but is it a case of a solution looking for a problem? What, at present the only way to save is for the data, the history of computer developments shows that things get open all about the stage and we subject to a good deal of falling in the process.

At present there are several companies developing and marketing such systems specifically for MIDI and music. Starting with *MUSO* (C) by both *Sequent* and *Hybrid Arts* who are marketing a system called *CHRS*. With the exception of *MUSO* they are designed for the ST only. *MUSO* is also being developed for the PC and the Mac.

The general consensus of opinion is that with such control spanning systems controlling programs it is possible to have few or more computers interlinked, both using some rate music programs that is all probably will be written by different software developers. As faster and more powerful computers emerge you will not feel forced to send your present software to that great kingdom, yep in the sky on the grounds that it cannot compete further. It can be reworked into the multitasking system and not always synchronized but actually will well react with the other units thanks to a common operating system. And



## Mixing and sequencing the sampled sounds on Steenberg.

with a lot of luck your present software will not become redundant but will be part of a bigger user-developing package system.

## CONTACTS

Hybrid Arts  
Musical  
Data Liberation Ltd

01 833 1334  
073 88280  
0903 884814

Richard  
Ornstein  
Data  
Parsons Technology  
SCL  
Stenberg's Embedded  
Creative Sound Technology

02 568 0178  
0303 336026  
0163 382147  
01 831 8650  
01 833 8399  
099 368 328  
0402 480000

## PLAY YOUR CARDS...

If you've got a PC, you can now choose from one of several cards available for the machine, each of which offers the chance of boosting your musical street cred. The trend for these cards started with the *Ultimate Music*. For less than effectively a £2 (right or wrong) but it was rather expensive. There are now several cheaper alternatives.

## GAMES BLASTER

The *Games Blaster* is a full size card, not amazingly cheap at £20 (the US version is only \$10), a highly standard exchange size which allows to slot a regular grey import market. It can play back 10 sounds simultaneously but delivers the sound at only 2.5 words. This may be OK over headphones but through stereo speakers (not provided) it is positively painful. You will need to hook it through a hi-fi system to give it any sense to the sounds aren't just going in a simple form of

frequency modulation for their creation.

There are plans about to release an upgraded version of the *Games Blaster* in the not too distant future which, although costing more, will have greatly enhanced sound capabilities using FM plus the ability to sample sound. The upgraded version *Sound Blaster* will have to first bring off the show and win an improvement in many ways on its predecessor. As well as running a 3.5 inch floppy games it supports MIDI and comes with a whole host of software to allow the PC into a sort of single keyboard with lots of auto playing features and dozens of jigs to use to bring you with. Watch this space for further details... and more information from *Data Liberation Limited* (contact numbers at the end of this article).

## LAPRO-1

An upgrade (read this, but not an absolute proposition for well loved and trusted

ly minded PC owners, the LAPRO-1 is a full size card that is in effect the more clearly and popular 16-bit sound module. This board gives you digital sounds as well as loads of excellent sounds and 32 note polyphony (using sample sounds, the polyphony reduces to six, these more complex sounding however you probably need to measure the benefits in terms of their high space rather than brains in the card as well. £35) and if you shop around you could get an MT32 which is around three years old now for about £200 second hand.

## NO REPEAT

Sampling banks might like to check out PC Reelity's half size card which also includes a MIDI interface plus all the ports required for happy sampling. It will give you 64K of RAM and you should make sure you've got a hard disk as you'll otherwise it will not fit snug through available memory.



# SPACE ROGUE

Peek into the striking realism and spectacular visuals of **SPACE ROGUE**, the phenomenal 3D space flight simulation. You'll discover authentic flight dynamics, gravitational/orbitalized sets and sophisticated response technology as you manoeuvre through turbulent air storms and constant obstacles. You'll visit space stations and mining subjects — wrapping wires with probes, drink with friends and speak with residents. It's the seamless integration of space flight and role playing that makes **SPACE ROGUE** the best CD-ROM Gaming Experience™.



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Amiga



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# TANK BUSTING!



Everyone's been so obsessed with the latest state-of-the-art flight simulations recently that the more down-to-earth armored divisions of computer entertainment seem to have been forgotten. After you've flicked on the afterburners and dived in out of the sun, surely rumbling around on the ground taking pot-shots at other metal mickies must be a bit, well, just a teensy bit dull?

Oh boy, do we have news for you...

Advanced tank design, as in this recent example, is particularly evident in advanced 3D displays. The regular rotations available for rotation are not a real disadvantage, but a plus. With regular tank, even in real time, there's a high degree of detail in the display, but you can't change the level of detail to suit different machines. The more detail, the more processing power you need.

**A**nyone who remembers the shock of seeing their windows shatter after receiving a shell up the rear in *Red Alert* will know that tank loading can result in direct terminal armor destruction—and the good news is that the offensive boys are about to run the lesson home with several powerful heavy-duty tank simulators. Microsoft's is the first to appear. Soldier's Tank Command is good for realism, and there are others coming along the track. What's all the fuss about?

As I first got my hands on a copy of Microsoft's *MS Tank Platoon* during a visit to the Pentagon's late Museum at the company of Thomas' major field Bill Stanley, the wire was first impressed by the speed of the game, the detailed 3D VGA display, the choice of heavy-weight armor you could fire about, and the over-the-shoulder weight 3D/2D manual which must be getting in for automatic rotation.

In fact the manual just about runs up the windows of tank sims. Things may be slower in the ground, but that simply means more support tanks for strategy and point detail. None of those 200 pages are wasted, and every one tells you something useful about the game—yet it's a tribute to the program design in *MS Tank Platoon* that you can get down to playing immediately. What's more, the detail in the game, which ranges from the suspension of and operability to storage in conventional tanks (and to the main velocity of the 7.5mm M160 Medium Machine Gun, with 3000—Microsoft likes to make the maximum of information out of the States to get the necessary documentation released) and they've made extra bits out of it.

One tiny niggle here was the quality of the manual binding, which appeared to show pages at an alarming rate. The manual is pretty essential, however, so we ended up telephoning at the pages and popping them in a ring binder.

#### THE GAME

*MS Tank Platoon* demands around your choice of platoon, your choice of man and your choice of conflict scenario. Jostled on this level, updated every five to six seconds by a series of platoon, with the



This is where the game would be sitting in real life. It's rather less comfortable than your computer.



rotating different names and associated set ratings. Your average tank comes equipped with a tank commander (which is head of the hatch), a gunner who gets a loader who loads, and a driver who keeps the 3D turret at speeds of up to 80 mph—an amazing accuracy for the untested who thought that tanks, well, sort of tumbled along.

The skills of your crew are of paramount importance and your long-term objective is to develop their skills in action among the metals and improving their performance. You alternate goals: naturally, to become embroiled in a full-scale war against the Soviets and lead their titanic and other metal monsters to the apocalypse. Microsoft obviously isn't a fan of a party to declare an end to licensed conflict, which seems to play into your hands, but if the game is to go realistic, it has to offer the fact that the Soviets are certainly the only people with some hardware to challenge you with.

Writing the war, however, is quite impossible unless your crew are up to scratch. That's because *MS Tank Platoon* is a close blend of player interface and computer control. It offers you aught over a 3D map with hills, valleys, rivers, and many other topographical features. As any time during battle you can select any one of your vehicles, wherever and whatever it may be, from a scout telescope (yes, even total light frames get their fix) and checking out the questioner is an *MS Abrams* moving up the river and get the relevant 3D view up on your screen.

With tanks, this selection gives you complete control over that vehicle and all the crew members. The good news, however, is that the complete control is supplemented by the control so that you can, for example, take the commander's position, taking your head out of the hatch and peering around with your binoculars, while at the same time, telling your driver to go full speed ahead, your gunner to fire at will, and the other vehicles in your formation to take up Column left formation (except behind your guns at 45 degrees). Soldierly, there you are, careering across the landscape, guns all blazing together, smashing your way through the opposition. Right one breaks can cut hot lead for all it cares, the other single tanks can't control any day.



OK, an *MS Tank Platoon* looks as if it's finally stepped its feet forward, to do have the good news to give the President of Informational war to get the data he needed for the game.



Major Bill Stanley is real comfortable through the game.

# ATTACK!

How does it feel to play hot traffic at the head of your own line? (It doesn't.) Here's a game engineered with the controls to give you exactly...



The ace in the game is that you can control the truck and the plane at the same time. You can also control the truck and the plane at the same time.



TRUCK	TRUCK
DRIVER	DRIVER
TRUCK	TRUCK
DRIVER	DRIVER

ACCELERATION  
 MAXIMUM SPEED: 100 MPH  
 MAXIMUM TORQUE: 1000 LB-FT

DRIVER	DRIVER
DRIVER	DRIVER
DRIVER	DRIVER
DRIVER	DRIVER

On the radar screen, you can see the truck's position and movement. You can also see the truck's position and movement.



The truck is a white truck with a trailer. It is on a green field. The truck is moving to the right.



TRUCK	TRUCK
DRIVER	DRIVER
TRUCK	TRUCK
DRIVER	DRIVER

ACCELERATION  
 MAXIMUM SPEED: 100 MPH  
 MAXIMUM TORQUE: 1000 LB-FT

DRIVER	DRIVER
DRIVER	DRIVER
DRIVER	DRIVER
DRIVER	DRIVER

On the radar screen, you can see the truck's position and movement. You can also see the truck's position and movement.



The truck is a white truck with a trailer. It is on a green field. The truck is moving to the right.

## THE ACE VERDICT

We like MTP or ACE. That's right to speak the truth. It's a welcome break from the usual truck game. It's a welcome break from the usual truck game. It's a welcome break from the usual truck game.

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# GALAXY RACE



 **ACTIVISION**

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**SEGA**

# XMAS

## RUNNERS & DRIVERS

# 189

Your complete guide to the main game launches of Christmas season.

**A**s the main challenges for the licensee number one slot in the Christmas charts line up on the starting grid the likely race is as difficult to predict as ever. One thing is clear though: Developer EA's league is going to be a racing game.

In pole position are last years winners *Need for Speed: Underground*, competitors of the *Fast Lane*. *Chase HQ: Supra Power Drift* will be following, strongly with heavy weight IBM and Commodore through Activision.

It's still possible on the grid is *Need Down* the classic game brought from *Demolition*. These are not the only games in the race. There are a lot of fan-favourite original titles to be made and with us well. *Grand Car* for example, or *Auto* are yet to appear on a few key formats, and *Continental Grand* and *Turbo Car Race* are a few others either. There are other hot names like *Blitzkrieg* looks superb as there is *Blitzkrieg*, but *ACE* is sure the *Area* hope will have wheels on.

We have divided the field into favourites: *Fast Lane*, *Grand* and *Christmas*. *Trips*. Don't buy anything until you have checked our guide, and why not let your best friend, your parents, or Great Auntie Betty take a lookers at it as well before they do their Christmas shopping.

### THE FAVOURITES

#### Chase HQ

Oscom

Before *Chase HQ* placed the player at the wheel of a sleek chrome police Porsche. It was brought out of Miami heat. Closing the valves through the streets and along the highway just as you drop it there as you speed up in the air and aimed your gun from the rear view. *Chase HQ* puts you face-to-face with a greater set of the streets because of reaching waterfalls before who has been obstructed by the way you. A standard setting (dramatic) is set up to HQ as you level will turn and



attempt to get the breaks if you put right. The road and highway (driving) is a solid interest to the main business of racing along at breakneck speeds in a Porsche.

There is nothing in *Chase HQ* to make you play and think "they are never going to do that on a home console". Conversely, if a real system should provide no problem to *Demolition*'s large in-house programming team, even if they

are not particularly well known for driving games. Of the two we have seen so far on the Commodore they are looking extremely good, with the *Structure* permitting particularly well in the graphics and speed departments. Our money is on *Chase HQ* to take the number one slot with us happened last year *Oscom* competing largely against themselves, with at least another two of their titles likely to be in the top ten.

#### Power Drift

Activision

Once again *Activision* make their bid for the top slot by attempting to convert a state of the art Sega game. *Power Drift* was a monster best-seller when it appeared in the arcade last Summer. One of the biggest cabinets I have ever seen. And the physical car was not matched by its performance as a hobby sponsor. It proved a bit difficult to get into, and of a good a go you couldn't afford that much practice.



This was a shame as the game is riddled with real depth as opposed to the simple kart racing of something like *Go! Go!*

The game places you at the wheel of a kooky up-tilt kart with various items, a very low perspective on the road and pits you against seven other racers against tracks. There are five courses, each has separate or subtle twists. The best splits and hills are to be had on the courses and with the ramps in the tracks take off and slide on landing. Pace

and strong uphill climbs add to the feeling of power that roars under the hood of your kooky. Consistent work is progressing nicely, with just as in the case of *Clash HQ* the first versions looking kooky still. Check the full review of the Atari version on page 80. All versions will be reviewed in Updates as soon as we lay our hands on them.

Although the Atari money is on *Clash HQ* there are one or two races around here that bring that Amstruc may well out-type the Manchester software house, and that the quality of conversions may have nothing at all to do with what sells in Christmas week. (Name that)

### Hard Drive

#### Denmark

The Dan Demos led for the Christmas (paper) state on their conversions of *Hard Drive* in A-100 on the arcade, with stacks of them still around, which is more than can be said for *Power Drive*.



*Hard Drive* took a revolutionary approach to setting racing when it appeared in the records for Spring. It is much more of a simulation than any of the others, with the performance in a realistic manner, not the steering wheel whistles against you if you attempt to take a corner too quickly. There is lots of fun to be had though, and there is also a race of ten with stacks of other cars to be lapped or to collide with for the fastest driver.

The nearest feature of it is the 'fast' the best track. You really need to put your feet down to have sufficient momentum to push your vehicle through 180 degrees. The graphics in *Hard Drive* look more like a home computer game in the *Jeopardy II* Carve Customized style than they do a racing. This looked well for the conversions, particularly the Atari conversion. As with all games of a semi-3D nature the Spectrum version performs well and *Hard Drive* is no exception, edging from the work in progress we have seen so far. The *Hard Drive* course with its speed track, longests ramps and loop the loop track provide stacks of playability. A far more challenging (if like *Clash HQ*) and for a lesser value. *Power Drive* is well.

### THE FRONT RUNNERS

#### Operation Thunderbolt

##### Osprey

The sequel to *Operation Wolf* and really just more of the same. Spring has for all anything that moves as you attempt to rescue the hostages and escape in the plane (also added an extra life to the cabinet for simplicity) has player action and there are also one or two scenes of 3D graphics as you travel into the system in unusual colors. More than that the first one, as you travel from road to mountain through an enemy camp, an uphill and finally to a trucked where upon the hostages are held. You are to shoot the terrorists without injuring any of the passengers or the pilot. As the sequel to the massively successful *Operation Wolf*, *Operation Thunderbolt* has a large army of fans, but there are many fans another go to the shooting gallery.

Conversions look every bit as good as they were of *Op-Wolf* and the sequel will benefit from the fact the programmers can polish up and improve on the features they developed for the first game. Competitive conversions of all conversions, most conversions are a strong new name.



## Galaxy Force

### Anticipation

Another rescue saga came from the "dark" side. The eight-legged monster looked like a laser landing platform in a close-up. Complete with booming speakers and pulsating red SP machines didn't come cheap when they were launched last summer. For the reason you could only feel them in the biggest beachside arcades.

Activision heard a few systems weren't made any less when they announced that they had licensed the game for home conversion. The basic idea is to blast the hell out of the alien as you hurtle through a choice of five space tracks. The product of the collaboration sports faster than Afterburner and with stacks more detail in the background. You could fly under objects as well as over them at the same distance away with a choice of weaponry. Each of the levels is divided into two sections. In each they shoot out and then into the luminous interior of the enemy base. You die, a replacement is shield strongly, which needs to be topped up by grabbing power-ups as you travel.

Activision knew their work cut out extending to convert this. As far as their performance, it's a big name license, it will be heavily promoted by Activision, and it will sell regardless of what ACE or anyone else thinks of it.

## Cabal

### Ocean

Cabal is 3D military shoot 'em up in the OpenWorld style. And you control a commando rather than moving a drone far around the screen. The rest of each level is protected by a glass jet ship, tank, and submarine. The game did well for Ocean in the arcades and might be ready well for Ocean as a conversion. All we know would be related to a high standard as the original game design is fairly straight for most, and Ocean ought to be able to cut out its routines.

## TopGun

### Demarc

This one could surprise a few people. It was never a massive success but it had a loyal following who obviously loved it to bits. Like Double Double, it is over as cute and highly effective.



Another wacky Atari title is up for sale at which the player has to shoot the rapidly emerging alien spaceships in a live-over-take-it "TopGun" style. Call them in the States house "TopGun". One to watch.

## Ninja Warriors

### Virgin

From a famously bad conversion of a best-selling arcade Christmas in the shape of Boulder Dragon, Virgin have bounced back with what is arguably the best conversion of any kind ever made over in the shape of Ninja Warriors. They have pulled off the near impossible by cloning a system that successfully simulates the arcade screen. It's a complete stop of game play action on 32bit machines. Looks superb and plays well as you live on a steady of military footslog and arena adventures as this honorable coding conversion of the Summer 88 arcade hit is very strong from running today.

## Red Man - The Mover

### Ocean

Can this type carry through into Christmas? There is no time to think not particularly with the gaming and gift brand purchasers making up a significant number of those "gift" game buyers. The conversion simply converts this on a few of the existing scenes from the film into the sea through Gotham City. At the last minute the big scene in the Joker's face out, and the burning of the town follows that Red will blow the city that Batman passed by flying through in the Batjet. The feature has an intriguing involvement outside children. Could well be a market one. Holy-magical!

## Street Car Racer

### Microprose

Great conversion's master price has so far only been reviewed on the BT where it was accolades from very much reviewer who looked at it. The excellent CD4 version is updated on page 89 and that too is superb. With its own scene about to hit the shops. Wings, Spectrum, and PC that all look equally good. This conversion game could well push some of the top names licensed titles off the podium. Its conversion of real polygon graphics and race challenges like bridges and ramps make for conversions with Hard Ocean but in ACE's arena it is more entertaining than this. It is more of a challenge and that's what racing games have been crying out for. We want to do much more than just drive fast.

The best original challenge to the megahertz megawatt incarnations in



the hearts of real racing fans. The demands the top shot, even if they know it then (haha) that it can't going to get it. But ACE's is it choice no original game, whatever happens in the Christmas Computer Game Show and PC.

## Ghostbusters II

### Activision

The film hasn't exactly bombed and it looks exactly more than what other it has just been overshadowed by things like Lethal Weapon II.



the unbelievably Activision and the game to be licensed. The idea is which also has a computer game conversion, and a real not too good. The game is apparently looking, though not impossible as we go to press, and is high on Activision's list of titles to receive heavy weight type, which should make a chart position. Gary Williams in Manchester like.

## The Untouchables

### Ocean

Sean Connery made the film. He played a certain type of American cop, both uncompromising and best described by Tom Wolfe in *Battle of the Wakes* as "tough Cop, don't back off". The story can go down back off other. Based on a few action-packed scenes from the film Ocean are becoming quite expert at that the player has to complete six levels. Its combination of horizontal scrolling action and intense, very graphical representation of 1930's Chicago make for an excellent. Go. It's like sort of a game. Could well repeat the success, though unexpected success of *Robocop*.

## Turbo Outrun

### GT Interactive

Get this is such a successful conversion that you will feel plenty of them around in most arcades.

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# XENOMORPH

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## OUTLANDS



## DEBUT



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**OUT NOW**

ten and a half years after its launch. The Turbo version simply added power and smoother graphics, with a turbo button which gives a short burst of super speed when pressed. USG's chief development liaison, POB of South London, are obviously about the quality of the conversion. It has some games that will undoubtedly still fill the shelves this Christmas.

## Ghosts and Ghosts

### 4.5 stars

The Capcom concept is ideally suited for conversion to home machines, indeed many reviewers (observed) when Ghosts and Ghosts and its predecessor Ghosts and Goblins were launched, felt they should have been home games. The Sega Megadrive version of Ghosts and Ghosts has already won praise in many reviews, and there is no reason why these USG conversions shouldn't be every bit as good on the Amiga and ST.

To do a night in shining armour on a machine to rescue a princess, collecting power-ups and taking out the ghoul, goblin and other assorted nasties who are out to stop you. USG are not amongst the favourites this year, but the first time in four years, but they do have a very strong line-up in Ghosts and Ghosts.

## THE OUTSIDERS

### Shadow of the Beast

#### Progress

Very pretty scrolling, good mix with an adventure. So far only available on the Amiga. Later likely to have a top placing on early sale format.

### Kick Off

#### Amiga

Football is always popular, and Amiga being the best version for 16-bit machines, currently available. Likely to find its way in to quite a few Christmas stockings.

### Continental Circus

#### Amiga

An excellent, well-paced and fun concept in its day and well converted on most systems by Virgin. Likely to be overshadowed by more up to date racing conversions.



### Star Trek V

#### Minicomp

The world is full of thinkers, and with the name 'Star Trek' about to be released, this film title should have very strong Christmas appeal.

### Sirider

#### 4.5 stars

Excellent conversion of the recent Capcom arcade adventure. Has been well rated by ACE, and other mags. May have proved a great mix.

### Myth

#### System 3

Excellent arcade adventure from the Last Ninja software house. Could get System 3 back into gamers' good books, after the loss that was Demolition!

### Demolition

#### Revenge



The sequel to Demolition, and looking absolutely superb. Only available on 16-bit and PC after Christmas. Demolition up the stakes in the increasingly popular field of 3D first person graphics. Regardless if you game, have money, are about to break in most machines, and think your game has just been it.

### Vette

#### Spectrum Analysis

Its chart performance will be restricted by only being available on the PC so far, which is probably fortunate for the purposes of some of the coin-op races which it race up the charts as soon as it is available on Amiga/ST. An excellent time race, also if it took through California in America's answer to the Porsche, a red Corvette.

## Interphase

### Image Works

Another first 3D vector graphics recreation that looks stunning on 16-bit. Generally ACE rated in the issue, but perhaps not consistent enough to go top ten at Christmas.

## Fighter Bomber

### Action

ACE rated flight game that should convert well to all machines. F15s, F16s and other aircraft of other planes to chase from. A strong title up to and after Christmas.

## Rick Dangerous

### Action

Without doubt the best platform game launched this year and now available on all for most. Should maintain a strong chart position from now to December.

## Ultimate Golf

### Graphics

Graphic have got a lot into this one and it shows. Should benefit from a rare shortage of new golf games. Could go all the way to the top ten.

## Alien Beast

### Action

Popular Sega beat 'em up with huge action and excellent sound. Likely to be a lot of late conversions in this last one up, are not as easy for as they used to be. It might chart, but it is unlikely to go top ten.

## 81 Tank

### Microgame



Superb tank warfare simulation. So far only available on PC and therefore unlikely to chart this Christmas.

## Iron Lord

### Action

Role playing strategy game in the Conan era. Very pretty, but not main stream enough to go top ten at Christmas.

**Moonswaker****US Gold**

Whoo! Don't let MSX computer game say US Gold, but that they could, wouldn't this Strong Christmas present appeal should ensure a sharp position for this soccer game.

**Storm Lord****News**

Extremely pretty arcade adventure featuring lasers and dragons. Will our heads in the shop without graphics.

**CHRISTMAS TURKEYS****Beach Volley****Dream**

Beached beach play volleyball ball on the beach while the beautiful look on. Fun in the mid-air of water as well. Double hit.

**Gamma's Super Soccer****Empire**

Super Gamma takes provides the same side-quest for the latest computer soccer.



playing. My don't compare concentrate on making good-looking games instead of on getting soccer stars (big stars for the package). I

**Cribbage King****Minicore**

According to the advertisement, this game features the "World's strongest Cribbage-playing algorithm." My word, how interesting. (xxxxxxxx)

**Roadwarz****IG BIRD**

How can anyone in their right mind consider this huge turkey, even if it is only 24 95 and even if it is the season of good will. You will be

well and truly stuffed if you get this as your Christmas stocking.

**Pictionary****Insert**

The Turbo version (and soon-for-the-also) game well, which is clearly obvious, who you consider that they don't have even fat of its playability. What a turkey!

**Let us 1 2 3****Letus Development Corporation**

For pretty graphics, no arcade entertainment value whatsoever, all costs (even business points) and doesn't run on the C64, Spectrum, Amiga 25 or Amiga. Pass the Cranberry sauce.

**CHRISTMAS PAST AND CHRISTMAS PRESENT**

In the next few weeks the C-40 hits ACE list and stacks of other massive awards are going to be going like nobody's business. Everything can be printed, can it? The answer is definitely no. But it is easy to get this magazine when you look through some of the pages in Smiths. To help you make up your own mind we have set Top Ten, the Top Ten from the past four years according to Gallup ACE's prediction for Christmas. It's actual sales, and we mean Top Ten, the ones that would make up the Top Ten of the ACE review team got their vote.

- |    |                     |          |
|----|---------------------|----------|
| 3  | Trivial Pursuit     | Danmark  |
| 4  | Space Harrier       | Das      |
| 5  | Planet 512          | Dire     |
| 6  | Mid Pack            | Famous   |
| 7  | Konami Country Club | Famous   |
| 8  | Oslo and Liza       | Forsberg |
| 9  | Five Star Games     | Forsberg |
| 10 | Colony              | Osaka    |

- |    |               |                 |
|----|---------------|-----------------|
| 7  | Falcon        | Minicore        |
| 8  | Jet Set Radio | Playas          |
| 9  | It's True     | Electric Dreams |
| 10 | Shroudbusters | Mastertronic    |

**ACE CHRISTMAS PREDICTION 1990**

- |    |                       |         |
|----|-----------------------|---------|
| 1  | Crash NG              | Great   |
| 2  | Power Shift           | Activat |
| 3  | Ballman - The Blob    | Osaka   |
| 4  | Hard Crash            | Danmark |
| 5  | Operation Thunderbolt | Osaka   |
| 6  | Shots and Shields     | US Gold |
| 7  | Major Wonders         | Nippon  |
| 8  | The Unsubscribes      | Osaka   |
| 9  | Ministry              | US Gold |
| 10 | Destiny               | Danmark |

**CHRISTMAS 1985**

- |    |                           |                |
|----|---------------------------|----------------|
| 1  | Commando                  | Osaka          |
| 2  | Mr. Art Kang Fu           | Osaka          |
| 3  | They Just A.M.M.M.        | Yendo          |
| 4  | Bandits                   | Osaka          |
| 5  | Oslo                      | Forsberg       |
| 6  | Way of the Exploding Fist | Wellhouse      |
| 7  | Computer Hits '85         | Yendo          |
| 8  | Formula One Simulator     | Mastertronic   |
| 9  | Winter Games              | Empire/US Gold |
| 10 | Back To School            | Wellhouse      |

**CHRISTMAS 1986**

- |   |                   |         |
|---|-------------------|---------|
| 1 | Commando          | US Gold |
| 2 | Computer Hits '86 | Yendo   |

**CHRISTMAS 1987**

- |    |                      |                |
|----|----------------------|----------------|
| 1  | Out Run              | US Gold        |
| 2  | Watch Dog            | Osaka          |
| 3  | Commando School      | US Gold        |
| 4  | Waypoint             | US Gold        |
| 5  | Last Action          | Osaka          |
| 6  | Grand Prix Simulator | Osaka/Masters  |
| 7  | Road God             | US Gold        |
| 8  | Star Wars            | Osaka          |
| 9  | 10 Pack              | Empire/US Gold |
| 10 | Game Boy And More    | Yendo          |

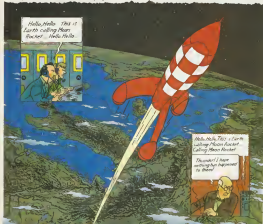
**CHRISTMAS 1988**

- |   |                |            |
|---|----------------|------------|
| 1 | Operation Wolf | Osaka      |
| 2 | RoboCop        | Osaka      |
| 3 | Double Dragon  | Wellhouse  |
| 4 | After Burner   | Activision |
| 5 | Thunder Blade  | US Gold    |
| 6 | Gunz           | US Gold    |

**ACE REVIEW TEAM - BEST TOP TEN**

- |    |                    |               |
|----|--------------------|---------------|
| 1  | Hard Car           | Mastertronic  |
| 2  | Commando           | Nippon        |
| 3  | Interphase         | Empire/Wellis |
| 4  | Lighter Bomber     | Osaka         |
| 5  | Mr. Tani           | Mastertronic  |
| 6  | Vette              | Osaka         |
| 7  | Hard Drive         | Danmark       |
| 8  | Hot Off            | Osaka         |
| 9  | Hot Dangerous      | Forsberg      |
| 10 | Ballman - The Blob | Osaka         |

# TINTIN ON THE MOON



*Hello, Hello! This is  
Launch calling Moon  
Rocket... Hello Hello!*

*Hello, Hello! This is  
Launch/Moon Rocket  
Calling Moon Rocket!*

*Thanked! I have  
everything prepared  
to blast!*



"Hello control station! Here is the moon rocket. Take speaking I have just reported successfulness. Everything seems OK, we are now taking over the controls of the rocket! Aloud the rocket, you will relate with Tintin and his friends: the most exciting adventures the world has ever known. The first trip to the Moon!

Will you succeed in piloting the red and white rocket through space and achieve a flawless landing? Will you capture Colonel Bork, the traitor, who wants to make the expedition fail? Will you be able to find the extraguard to put out the fire, even while floating in zero-gravity (which on everybody is also of fun)? Will you succeed in finding and disarming the bombs and freeing your companions in order to get out alive the rocket to make the first step on the Moon? You will discover all this by playing "TINTIN ON THE MOON", the first computer game based on the comic books by Hergé.

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1991

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# THE OUTER LIMITS

RAT WINSTANLEY PRESENTS HER FIRST FANTASY/ADVENTURE COLUMN

## SCAPEGHOST

The last LEVEL 9 adventure...Good nodance, or sad farewell?

**T**his is the last tabletop adventure planned by Level 9 before they set to work with RPGs and their RAGE, yet now has been 13 of five actual sets in a year now is not at all bad. How many times have you played the part of a ghost, barely able to lift a pencil at the table, never mind take a targeted critical? To succumb to Scapeghost you must forget about leader level and rely instead on your wit.

Initiating a drug gang has its hazards as you policeman Alan Christie, have discovered. Someone or something needed the gang and as a result they rubbed you out, replacing you with your colleague Sarah as a hostage. Unfortunately the longer the standoff doesn't seem to have gone down well with the Feds, as the way they seem to believe that you were a with the gang and have involved you a traitor.



Level 9 put their character designer to work for the last time...with a ghost.



Marvel at the graphics, despair at the plot of the last Level 9 adventure...

But you discover when you materialize, in a ghost, watching your own funeral. You see how they threw rights to clear your name and your revenge.

After the members have left your first look is to build up your strength while providing your neighbors in this district to help you, in your best. However the other ghosts are rather a curfew - well, wouldn't you be if you'd spent the last few years in a damp, dark cemetery? - so you'll need to discover what makes them tick and cheer up their gloomy fans before they'll be of much use. This 'discovery' scenario would be a good Level 9 nodance now days after RPG's efforts at steering people up in process games.

Without going away too much of the plot, the game is still into their nodance, one for

each night. The first night is spent doubling your ghostly powers and working out a way to foil the gang's current plans. On the second night you must attempt to start the plot as is to the present whereabouts of the criminals, while the third night is spent receiving Sarah and preventing the gang from destroying the evidence.

Presentations as to the normal Level 9 standards with straightforwardly detailed graphics (which can be viewed up and down the screen or viewed off altogether if you prefer) complementing good descriptive text descriptions and a fairly comprehensive journal.

Requires me rarely drops of lines and occasionally the game presents you with startling puns on the ghostly theme. I found that these little words did much to dispel the scene's implication of the plot without detracting from the atmosphere too much. It is however open to question just how horrific a game can be anyway - see the former article this month or page 35. If the man who plays Freddy Krueger thinks games can't cut the mustard it is hardly any better than who else is to do agree? On the other hand, I can't help feeling that he never played Lurking Horror.

If you're used to almost standard adventures you'll find Scapeghost quite a challenge. Level 9 thinking is always inspired? It sometimes gives the game and the satisfaction of working out the answer to some of the puzzles is equivalent to that gained from the solving of whodunnit games with more conventional plots.

After a while there won't be any more text adventures from the software house which has spent so much pressure over the years. Scapeghost definitely marks the end of it as we'll hope the RAGE games are an adequate replacement.

Definitely a sad farewell this, and so good nodance. Perhaps someday we'll see day for table Level 9 to give us another adventure.

### LANDSCAPE

Very comprehensive number of outdoor sites, all of which have a nice little description.

### CHARACTER

Good role-playing with your fellow ghosts - and friends.

### CRIME/NOIR

Excellent handling of the crime side of the story.

### SYSTEM

Of the better sort of cryptic such as a computerized one player, non-interactive, type etc.

### AGE RATING

BBB

Great for the scenario, just you'll Scapeghost is more engaging rather than spine chilling. A great challenge and lots of black-purged puzzle solutions.

## KAYDEN GARTH

Games fantasy from EAS GOLD SELECTION

**F**antasy has whenever a title of game becomes popular we see take well of its application of the stories of the game coming in the landscape. Kayden Garth is no exception.

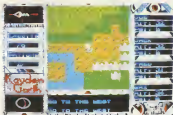
According to the press release this is a highly complex (though not complex game with numerous traps and opponents to make your task difficult. Quite why it was felt necessary to add opponents and traps to the game is beyond me as the opposing system still contains enough traps and misleading information to satisfy the most hardened adventurer - and that's before you even start to play.

Kayden Garth is a detection plot in the year 2142 when the creatures have rebelled for as the commander of a reconnaissance

and lead to the planet to shed light on their mission there and get down the mission.

The game is a fairly standard RPG with an overland view of outdoor locations and 3D for dungeons. The four characters for your party can be chosen from eight races/professions. Statistics can be modified to your taste before using your party to do it. The original game did in fact a save-deck can be used for saves, but, nothing in the documentation suggests this. The only thing that stopped the saving out the preassigned party was, by habit of non-interacting with the game.

This is not the only instance where saving (though it's not adequate an improvement). The manual supplied you, a list of traps for the old and a short warning not to press the



**Escape Death on the 7T, then is it that 7th game like this or when fall to improve? There have been dozens of editions, but only a handful are worth playing. Check to follow, find a new edition.**

using key as the usual lead on old score and use cut progress to date. For but the 7T uses some other different keynotes (placed by keyboard and arrow) and open the map/area markers are not error (based it should not be necessary to have to constantly use the physical keyboard) instead of an "the you want" type screen point.

Control of the game is probably the best I have ever seen. Moving around on the level first use landscape markers for visual levels of keys for control. The more key for each level will believe it or not. 7T is for north - grid but while attempting to run away from an approaching enemy. At least the split move control your party is centered on the map but movement (most) must be desired. There is very slow and jerky with no key repeat. Make the player feel it is tedious and frustrating.

#### UNDEADWYON

Exploring underground has its little treasures like Dungeons are shown in 3D perspective which can be scheduled in a long sequence of jobs happen to be in a long corridor with no walls and - set even a floor. You'll need to cast a spell to activate this though as the dungeons are split so the party encounters a light source. Later said than done, unfortunately after escaping the party in the local town with several facilities (and I believe the danger

**LANDSCAPE** 90  
Very simple, accessible but obvious of better and more advanced design but extensive collection.

**EXPLORATION** 90  
To control movement of your party is nothing in a particular level of focus.

**CHARACTER** 90  
Many of a variety of characters. If you can be customized in ways with the system.

**SYSTEM** 90  
I can't remember the details.

## ACE RATING 350

Perhaps the plot could have made a decent reference to the use of the 7T's a character.

person I, as intended to use my jump and darkness, plus a message "You have to look!" Oh yes I have. I missed. For just had hard credits for them. Only trouble is there appears to be no command for secondary so I was unable to press my point.

Combat brings up a display of your character and the opposing foe. There seems to be no way of adjusting attacking order so weaker members are effectively in the front line. For a

# NO PROBLEM!

We'll be showing you with links and lots more sports from now on. But why don't you take a closer look by looking in some of our own? We'll put you on way fantasy RPG or adventure game as the website. Send them on a postcard to ACE No Problem! Party Court 36-52 Farningham Lane London EC2R 8SL, Gd ford.

#### BLOODWYON

To obtain periodic supplies of money and links, select your champions but don't forget their get, find go through the last exploring each champion you don't wait before from of the supply, receive links from the party (most) responses then tell them. Only when all the champions you don't wait are dead should you retreat the others for your quest.

Use a Water spell instead of fire. Stone traps restore strength. The red spell (which is extremely useful in the early stages, by the yellow Terror spell is also somewhat advancing at you.

When exploring (dead) about are not falling along wall sections with wooden steps are at the end.

Watch out for spawners in the maze. Use commands and dropped objects to kill them.

Locked doors give a color as to the key required. Look at the colour of the top of the door lock.

Save before entering the Dungeon tower, preferably on a save disk! Once in you can't get out again unless you do the right thing which involves going up and past it.

There are ways of controlling which member of the party is attacking (and taking the full return of the) Messages appear during the cut to let you who has attacked who and who resulted in "Warrior (dead)" or "Spell (dead)" (apparently the members don't get all the fighting, they only fly upon messages) at last.

Anyone who's played most of the events of new RPG-based games (e.g. Labyrinth

# FANTASY FUTURES

US Gold are set to release several new fantasy titles ranging from RPGs (beginners to an advanced complex title).

First on the list is *Ultimate Maroon Island*. It is a comedy thriller that seems to be different. Different? Not the first *Ultimate Maroon* we reviewed here in ACE, many many years ago! At well as yet, but due to the popularity of *Serra* games and their look alike competitors, UGC have decided to put more ma-

ke behind the Lucififer too. Actually it does deserve attention with over 30 comic of sorts of early adventures and five different stories with different ways to win. The combat method is as fast (and) and you can control different animated characters against some very different backgrounds. Lots of fun if you're into *Assassin* or *Iron Culture*. It will be available for CD-ROM. Run 2T (single) and BM/PC.

Richard Marshall



the lower, down again to the bottom then back up the other side and out.

#### COLOUR OF MAGIC

You must eat the most in part one to be able to kill the troll in part two.

#### DEJA VO II

You can get money by cheating in the casino (though not the Casino?)

#### BLIZZARD PASS

To get through the window - get the stone I did turn to check at your family. Put the stone in the cracks around the window - it will freeze and crush the rock and the window will fall away.

#### DUNGEON MASTER

Try to lose monsters at a doorway and close the door on top of them.

Escape walls for secret battles - some are deadly!

Practice casting spells and fighting. Even if you cast spells at this or those objects ahead of you or fight walls or anything it counts as practice and helps to gain a level. Don't worry if a spell fails - it's still practice. Don't practice casting 'frustrate' spells either.

#### WOLFMAN

To kill the Wolfman at the top of the forest you need to turn into a wolfman by feeding at the table.

#### FRANKENSTEIN

Turn up the heat from making 'plug' look with lamp.

#### ORACULA

It's a card attacked by both sides to the left.

It can be attacked by a dog, lock - means it will give it the bone.

Backloger (Quintus 1988) knows that most of them offer genuine gaming fun, in their own way. Both up adventure elsewhere and find my interest. Again, unfortunately, I don't recommend for confirmed enthusiasts. Meanwhile, C&G have another title coming out. You can find out more about it in the Future Fantasy box at the bottom of this page.

#### MORE DRAGONS

With the bookends, King, recently, came back under our noses to Wars and Wizards about dragons, magic, legends and so on. RPGs are coming on with the AGO license (and going on). It's the cut up to Chairman, the AGO product Dragons of Flame.

Available on most formats. Dragons of Flame is billed as an action game rather than role-playing and the plot proceeds continues. The light is now away from the domination of Tolkien. The game of Dragons. Play involves the use of the Gods of Mordor (included in the starter game) to aid the Companions. One quest is to free the slaves of Rav Tharko,



Replay Death again - it's a pity the game isn't as good as the graphics.

# SWORDS OF TWILIGHT

## FREE FALL fantasyRPG

On leading this new RPG from Free Fall by actual experience was of its resemblance to the classic games with complex story, the playing area and characters in character with other character. Further play mentioned that experience. The other main resemblance is to Dungeon style games where several characters move independently around the playing area.

The game concerns your quest to recover the Swords of Twilight and learn about the full story of the plot as far as I can see. Instead of describing a complex scenario, the manual concentrates instead on promoting the multi-player aspect of the game. In fact this is the main thing that sets Swords of Twilight apart from the rest of the old RPGs. However, our mainy you control each member of your party.

This game offers the opportunity for up to three players to each control their own character, either responding or controlling each other. You can play the computer controls the two spare characters, and you can do this to direct their behavior.

Around two thirds of the screen is taken up by four large boxes. Three of these each contain a head and shoulder view of it character together with a table of stats and mood. The rest of the box is blank for the most part and is used for messages during the game, such as "You hit" or "Moria" which allow action while most during play. The fourth box is blank most of the time, and used only during encounters when the RPG's name and mood are shown in a visible manner to the player characters.

All the character display means only the

is main picture for each player, and the Adventure of Dragons here.

#### BUILD YOUR OWN COMBAT

This is certainly a very broad. However, if you fancy being the one of your own self, you can build your own combat system. The C&G for Replay Death instead which contains a number of a rule playing game, a simulation and an action game. The aim is to survive and make money by taking and our combat being your own. You can also, entering the wilderness by land or horse, and having your own building your own gold mine. Anya only £19.99 for and now.

The AGO license (the first part of it) will also give a voice all protecting this, with going a game. Other developments in the of the game which is the first AGO computer game will still offer fully defined tactical or quest, various options and allow you to engage in duelling, send parties of friends on quests to discover magical items and ultimately conquer the earth.

One interesting point about these games - several were produced by more often than Mike Woodruff, who often makes they recall we are one of the driving forces behind the software in the UK in the early 80s. Other such companies as Aquatic International



**Standards of Twilight** — *Standards of RPG, but this scenario is almost as original as your next age character map.*

control third of the screen to show the playing area. The view shifts around the land and water features in a standard overhead style. Each character marches around independently with simple animation to maintain the sense of movement. It isn't much fun as that aspect; members of the party often lag behind the others, with the animation speed slowing down to give the impression of a lead leg—very comical.

The game is set in a variety of different worlds—each having its own small layout but with different obstacles and magical qualities. Areas between worlds in the game lead you to the Rainbow Forest. Most of the gates are guarded by dragons who sleep a rather wide party before allowing it to pass. Once on the Rainbow road you can choose to drop off at any of the other worlds—each identified by a color-coded gate.

Control is carried out by placing your character adjacent to the enemy and facing it. Then holding down the trigger key or clicking the left. The system is described in simple steps, but this shouldn't put off those who don't

reflexes as coordinator a more important than good.

There's a comprehensive magic system. Cores, wands, staves, incantations and incantations may be included in your party, each with their own lists of spells. Casting spells drains the character's energy by degrees determined by the complexity of the spell. The keyboard is used to prepare and cast spells, and requires only a little bit of time or elemental involved together with the status of the spell.

#### ALL TOGETHER NOW!

What sets this game apart from many of the others around is the multi-player system. For three players to take part, two joystick are needed. The other player uses the keyboard. The mouse cannot be used at all. Each player controls its character independently but the party cannot split up too much and must always be within sight of each other on the playing area. A character attempting to move too far away from the others is simply blocked from moving until for the others catch up.



**Standards of Twilight** — *The control system is the best thing about it, and even that is hard to be just to show...*

Doing the multi-player game each character has a variety of moves options which include talking, getting and dropping objects and shift the maps. Mood shifting is an important part of the game strategy. Characters can be happy, the angry, or friendly at will, each mood affecting the results of interaction with NPCs. This feature towards a relatively neutral character will reduce the chances of useful, useful information while being friendly is a hell. The game is likely to have total effects in the role game the computer controlled character that to follow the lead of the player's character as to "make" but not always.

Movement of computer controlled characters in the role game can be thought with each action especially if the player character is a magic user "looking" fighters from the back. Left to themselves the other members of your party are likely to hang their heads around—well, exposed in the door you have just passed through or take off on their own accord—when the monster you had just decided to run away from. Careful leadership is a must and adds considerably to the enjoyment of the game.

After several hours of sustained play becoming engaged with the general lack of originality in presentation and plot, my interest in continuing was waned by a gradual appreciation of the tactical nature of encounters. This is a game that grows on you gradually. When the time comes to break off play to write this review I was definitely reluctant. Hopefully I'll have the chance to feature Standards of Twilight's greater depth in the future.

#### LANDSCAPE

Score: 95  
The game is a very good one, but the graphics are not as good as the others.

#### GAMEPLAY

Score: 95  
The game is a very good one, but the graphics are not as good as the others.

#### FINAL VERDICT

Score: 95  
The game is a very good one, but the graphics are not as good as the others.

#### SYSTEM

Score: 95  
The game is a very good one, but the graphics are not as good as the others.

## ACE RATING 750

Takes some patience to get started but there's to be a good game in there with persistence.

#### MINI TIP

##### PERSONAL HOLYWARMS

Nothing started—was second in the line of the dog and (ouch) after a while the Madman, the wizard with a bow, the horse off his front and horses in the back waiting and you'll see Bruce Blackford arrive, then after a while Jimmy Blackford leaves. Next, a bunch of babies to land from the sky. Then, the wizard is imprisoned so you see the Madman leaves the post back on the island and get the key. Immediately leaves the post and you'll see Jimmy Blackford lying in the road. Next, the baby leaves the house and you'll see a man of blue, you'll find a man of blue and a woman of blue.

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# ADVENTURE ORGANISATIONS

Stuck? Need help? Need friends? Here's the latest on the adventure get-together scene

## DIAL-A-TIP

Having reported both positive and negative feedback for several years, our members understand the effort involved. I was obliged to four of a new adventure happen set up by Jackie Wright under the name Guiding Light. What makes this one different is the use of one of those famous ORG members which the national press features regularly on behalf of recipients of large sums.

Guiding Light's policy however, is not that of maximum gain but of fair reward for the time and effort involved in making the trip. To this end they positively discourage youngsters in particular from staying on for the one day longer than is absolutely necessary.

With access to a wealth of facts and tips (some of which grace this month's column - thank you together with knowledgeable adventures across the UK. Guiding Light are able to help with most games on all formats. The fees are just 7 days a week from 8.00 and calls are charged at 25p per minute (cheap rate and 30p per minute of all other times. The number to call is 0854 338 533.

## INTERACTION

New to the scene of adventure clubs is Inter Action. For £15 per session it is monthly sessions of at least 50 pages featuring reports of the latest adventures, RPGs and strategy games, puzzles, gossip, hints, maps, letters

articles etc. Also included in the price is access to a telephone hotline open for about a week. More details from Inter Action: The Editors, Andrew Cawston, Under Street, Stroud, G10 4PP.

## SEA

Building and established software authors, artists, designers and musicians may be interested in The Society of Software Authors. SEA is a collection of people with similar interests sharing knowledge and protecting their interests as a group. The aim is to ensure that the relationship between publishers and authors is fair and professional and that the authors' interests are protected in the long term. Member ship offers practical advice and representation on industry issues such as copyright, contracts and law. Full members already published software pay £150 while associate members (still trying) may pay for £50. More details from the Society of Software Authors, 6 Colne Court, Hantsley, Stroud, G10 4PP.

## REMAIA

Remember Sonia Griffiths who has been running MAIA The First Archive for Last Adventurer for over four years now? REMAIA is a locally run initiative operating a Barber system. Help is provided on any adventure in exchange for an SAC and some tips of your own. Over the last year REMAIA has had to wind down the activities

of the club due to other commitments but it is now set to reap the world again. A new feature is a free telephone hotline 18.00pm to 11.00pm Mon-Fri which can be reached on 0488404000. The address is 38 Colford Drive, Wetherby, East Yorks. W61 0 5PW. A full week from 10pm - 11pm Sat. The only free club in England and proud of it.

## SYNTAX

11 owners who fancy a stack of reviews, notices and hints on their pocket size device that Syntax also magazine. Published by Ian Reding and John Fleming, each issue is characterised with adventure information, reviews, comments and details of prizes etc. can be obtained by sending an SAC to Ian Reding, 3 Warwick Rd, Stroud, Kent, DA2 4 6LJ.

A similar publication but the time on paper and patterns for all computer formats is Spellbreaker. This is a monthly magazine which also includes maps and cards £1.25. For further details contact Mike Brazier, 15 Nasser Grove, South Park, Gwent, G10 1DA.

## PROBE

For general adventure chat, tips, solutions and other related topics the long established Adventure Probe gives an excellent monthly read covering all machines. Sample copies are available for £1.25 from Adventure Probe, 28 Mans 7, Carr, Llandudno, Gwynedd, LL30 1JE.

## SCAPEGHOST COMPO!

It's the end of an era. Level 9, the adventure company started by the Austin family, have been responsible for inspiring and maintaining the British adventure market since their first game, Colossal Adventure, hit the shelves over 20 years ago. For several years after that, they released an unbroken number one slot with a succession of highly imaginative and technically superior text adventures.

Scapeghost is their first text adventure title, in common with their later successes it includes fabulous graphics (hand digitised) as opposed to the early style of black-and-white text and all covers the printing and character handling systems the company are famous for. However, what has always made Level 9 games successful has been the enormous popularity of their game designs and the technical excellence of their products. Now they're developing a new stage away from their classic text graphics programming system - so maybe this isn't the end of an era, but the beginning of a



Scapeghost - The complex setting for the street rat's tale.

## the era

whatever way you look at it, we're determined to celebrate, and Level 9 have got five copies of Scapeghost to give away. All you have to do is bring us, on a postcard, the correct answers to the following five questions.

1. What was the first Level 9 game to feature graphics?

2. Which Level 9 adventure was modelled on the original mainstream adventure game programmed by Crowther and Woods?

The prizes go to the first five correct answers drawn out of the hat on 7th December 1988 - so put your entries in promptly on a postcard to ADL, Level 9, Priory Court, 30-32, Priory Lane, London, EC1R 3NU.

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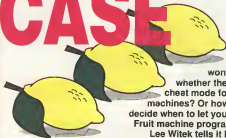
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# FRUIT CASE



Ever wondered whether there's a cheat mode for fruit machines? Or how they decide when to let you win? Fruit machine programmer Lee Witek tells it how it is...and it's tough....

**A LONG TIME** ago, before computers controlled everything you can mention, from washing machines to nuclear reactors, fruit machines were simple electromechanical affairs where you stuck your pennance in the slot, pulled out the handle, the reels spun, and here you lost, not you lost. When the handle was pulled, springs would spin the reels, which had a series of rotating holes around them. In the moment the reels stopped, a light would shine through these holes and if it made it through the reels onto an array of photodiodes, then the coin mechanism was activated and you won lots of lovely cash. Winning amounts were decided depending on which photo-diodes are activated by the light falling through the rotating holes.

But machines in those days were kind of old moody and only infrequently a jumble of chance. In fact, the machine controls absolutely everything, and the player's role is limited to putting pennance and sticking to a naive belief that chance may favor him. One thing you can be sure of, of course, is that the machine will make a profit, since this is what it's there for.

Things haven't changed much, except for

the fact that nowadays fruit machines are astonishingly complex. Games Machine AMP's (Amusement With Pennance - from you, from making your ALC Arcade Large Coinset) had a vast array of graphics, wheels and levers to attract the passer onto parking with by hand-cashed cash.

#### INSIDE THE FRUIT CASE

In order to manage the workings of a panel, there is a computer (they got everywhere) at the heart of the machine. The controls emanating from the spinning of the reels to playing out the money and when you win.

Two of the biggest fruit machine manufacturers - Bell and Bennett, both use a similar setup to control their machines. This consists of a small micro-processor system with a 6808 as its CPU. If you ever owned a Sinclair 30 more you'll be familiar with this little beast, it's a fairly fast 8-bit processor and a predecessor of the current 6808C series used in the ST and the Mega.

The processor board has a small amount of RAM (8-32K) - masses of I/O ports to communicate with all the bells and whistles, and a card edge port. It's the latter that really provides the control behind the machine, because the



## RING THAT BELL

Can the sound from recent fruit machines control the too well? The majority of machines are equipped with a bog standard AT 2-8613 sound chip. This behaves as it used to in the same chip as is used in the Amstrad CPC. ST and most Game Boy systems. It is the programmer's humble opinion that it is better how many times an ST could beat you it's better than an Amiga can be.

However things are depending on your point of view. Looking up for fruit machine sounds. Some manufacturers are experimenting with various synthesis or phase and sample playing. So you can expect the normal level to rise in the arcade quite dramatically in the near future. At the moment, when you would pass an arcade and hear a vibrant sound track, it's coming from a video machine - but not for much longer.

Since programmability is the name of the game here, it is possible that the many features they develop a sample memory based program similar to that developed by Rainbow Arts (see the Circle of Gold feature in the issue on page 105). This would enable real sets of sound samples to be loaded in an cartridge.

Control program is stored in a PROM (volatile memory) which when it's lost, is a program disaster. This module forms a vital cartridge that fits into the slot on the processor board. The modules are AT; very similar to those used in the old Atari 1025 Game console.

This system allows easy re-programming of the machine by simply changing the cartridge. These cartridges are very complex and often hold 64K of code or more for the more complex casino fruit machines. I don't think you consider that an average fruit machine game will rarely have more than 16K of code (including the graphics data) you can bet that these cartridge programs are no chickens.

Two other components inside the casing in the coin mechanism and the reels. The coin mechanism will accept your coin, sell them into separate features and pay out your winnings. It identifies the value of the coin you feed it by letting it slip through a magnetic field. Each coin of coin will distort the field in a specific way and this distortion is measured by the coin mechanism so that the value can be accurately measured. Bad coins for the profits the systems of detecting coins is fairly low cost proof and stays away from betting machines and other bits of metal to get into credits on the machine.

### ALL LUCKER QUANTITY

A lot of people will seem to be saying that because the facts are mechanical they actually are set to momentum rather than in a pure hit way. This is really not the case. In fact, the hidden truth is that the machine actually knows the exact landing position of the reels. So when they've even started spinning.

But machine programmers, however are

clear facts. How many times have you seen the reels stop so a fruit just one position short of a winning row? Often no doubt, and each time you see it you think you'll have got one more go! This is, of course, done on purpose to add to the excitement of losing money.

The secret is that the reels are attached to stepper motors which are under the precise control of the in-board computer. Surely you're right for being so greedy.

### WHERE DO THEY COME FROM

Trying to think of new ideas that will attract people to playing new fruit machines is not an easy job, but someone has to do it. Recently one fruit machine manufacturer set up a competition for all its employees. The job was to lead to the production line to come up with new features for adding to machines - period of the fact that new approaches often arise over the design team.

However, since the basic format of the game has been decided upon, all the relevant aspects, percentages for each feature are worked out using a spreadsheet. All the info is then passed on to the programmer who sets about coding the game.

The program is written in a variety of high and low-level languages. Assembly for example can obviously be used for the speed critical parts of the code and Fortran for the rest of the program. The advantage of Fortran is that it is very flexible and allows you to define all the necessary routines for flashing the lights and so on. Higher level owners would have a tool on a 68000-based.

All the programming is pretty heavily-duty work - the code is often 60000-100000 lines programmed on a DEC VAX machine. All the programmers use users on the same machine to allow easy transfer of files and access to library functions. The code is then transferred down to the microprocessor board in a single job of the fruit machine via an RS232 link.

Once the machine is finished it's sent for tests testing. It's done with nothing better to do and that on to various test sites around the country to see if the pattern like the one design. If it fails, unfortunately then the machine goes into the production and gets sent off over the country.



## CAN I WIN?

Most fruit machines pay out around 70-80% of the money which is fed into them. This pay out percentage has been carefully calculated through experiments on open and people to give the maximum addition to the machine. The chances of winning each feature on the machine are carefully worked out by the designers so that no matter how skilled the player is the payout over a large number of games will stay around the target 70-80%.

When the player presses the start button the computer chooses. All main ROM the new positions of the reels. If the machine is a slot the chances are that the computer will purposely forget it and generate a new position with either no win or a lower value win. This is done to stop the machine from paying out too much money. Only when the computer is really happy in the spin position it will move the reels.

The best news is that the other two potentially random and odd features are worked out in the same way and each has a stay within the target 70-80%.

## WHAT ABOUT POKES?

OK, so maybe you're only going. Fruit machines have a total amount of £400 and some odd pence. How does that sound then?

Well, there's good news and bad news. The good news is that there ARE cheat modes on fruit machines. The bad news is that you can't operate them from the front panel alone. They are designed for testers and work in conjunction with the internal board. Pressing certain buttons in conjunction will then force a feature to win or to lose. Like pattern, these machines have cheat modes but they are not to be given over to the public.

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# IN THE PINK

## THE ACE STOCKMARKET ..... 163

Which games are going to be next month's hot tips? And which readers are going to walk away with prizes for predicting the right ones? Find out all about the new games chart section that's setting the industry talking

## GAMES YOU'VE GOT TO HAVE ..... 166

The ACE updated guide to the games you just have to buy. Check them out, and then look at your collection, remember it's coming up to Christmas and give yourself a treat

## GETTING ANIMATED ..... 176

How do professional animators go about their work? Duncan Evans celebrates the release of *Finga Fantavision* (see p56) with a look at modern animation techniques

## GRAND SLAM ..... 178

Grandslam are kicking off their launch of *Saint and Greaves*, the latest football trivia quiz sensation, with an exclusive competition in which you can walk away with £250 worth of gear including a match-quality football signed by *Saint and Greaves* themselves, plus other goodies

## COMPO RESULTS ..... 180

Are you in for a big prize? Or even a little one? Find out on page

## THE ACE PRIZE PUZZLE ..... 182

Have you got a brain the size of a planet? Of course you have, and of course this month you really are going to win that exclusive prize for oggheds

## WIN A FERRARI ..... 184

Denmark are falling over themselves to reward lucky ACE readers with FIVE Ferraris. Radio controlled, that is, but still loads of fun

## LOGO COMPO ..... 186

Logotron are about to release *Bad Company* and *Star Blaze* – and you could be first on the street with a FREE copy. Find out more on page 186

## MYSTERY PAGES ... 174, 185, 186, 190, & 191

At the time of going to press, these mystery pink pages were still blushing virgins. Find out how they've been corrupted by the ACE Team!

*Waste*

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# THE ACE STOCK MARKET

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## THE 8-BIT COUNTER

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## THE 16-BIT COUNTER

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BOY LORO	System	50.00	50.00
STRONG	System	Area 51	50.00
ACTUAL BUILT	System	50.00	50.00
DRAGON SPOT	System	Area 51	50.00
DRAGON SHOT	System	Area 51	50.00

System 3 available: South Western, Operation Gemini, and Omega

ACTRA	System	Area 51	50.00
ADRI	System 3	50.00	50.00
ADVENTURE	System	50.00	50.00
ADVENTURE CLUB	System	Area 51	50.00
NEW ZEALAND STORY	System	Area 51	50.00
BOY LORO	System	50.00	50.00
STRONG	System	Area 51	50.00
ACTUAL BUILT	System	50.00	50.00
DRAGON SPOT	System	Area 51	50.00
DRAGON SHOT	System	Area 51	50.00

## THE MACHINE COUNTER

How many titles did you buy for each of these groups in each magazine last LHM? Name about five titles, and System 3 who own their own personal version of the titles of last year are all moving their titles to:

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ADRI	System 3	50.00	50.00
ADVENTURE	System	50.00	50.00
ADVENTURE CLUB	System	Area 51	50.00
NEW ZEALAND STORY	System	Area 51	50.00
BOY LORO	System	50.00	50.00
STRONG	System	Area 51	50.00
ACTUAL BUILT	System	50.00	50.00
DRAGON SPOT	System	Area 51	50.00
DRAGON SHOT	System	Area 51	50.00

ACTRA	System	Area 51	50.00
ADRI	System 3	50.00	50.00
ADVENTURE	System	50.00	50.00
ADVENTURE CLUB	System	Area 51	50.00
NEW ZEALAND STORY	System	Area 51	50.00
BOY LORO	System	50.00	50.00
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1.25 MB 1000K 2000K 4000K 8000K 16000K 32000K	59.00	129.00	2.5 MB 1000K 2000K 4000K 8000K 16000K 32000K	69.00	139.00	5.0 MB 1000K 2000K 4000K 8000K 16000K 32000K	79.00	149.00	10.0 MB 1000K 2000K 4000K 8000K 16000K 32000K
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number of well-thought-out screen-to-wall dual-panel inlays for use at 100 or 150 Hz. It's a great feature, as that projector will work with any device. It goes to 16:9 resolution. The best part is you only have 100 Hz going to the fascinating stuff that's on the wall. **MSRP: \$1,000** **AAC RATED: 100** **41**

## HEMULUS

PlayStation 2 • Cod. 29 05s  
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Quite easy to fall for the sight of eight towers rising like the spires of a cathedral. The real catch is that the towers are actually giant game boards with a thousand combinations of frustration and addition, subtraction, multiplication, and division. The only catch? Not making it a genius-level challenge when you're a game. **MSRP: \$29.99**

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Warren and competing strategy game played over the equivalent surface of a planet dominated by the forces. Fundamentally, you have to absorb energy while trying to win the battle from attacking units. A clear win and you'll reap the rewards. It's a great way to see how you're doing. **MSRP: \$29.99** **AAC RATED: 100** **41**

## GRILL THEORY

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Strategic game that's a bit like a board game. The idea is to use the board to create a grid of cells. The idea is to use the board to create a grid of cells. The idea is to use the board to create a grid of cells. **MSRP: \$29.99** **AAC RATED: 100** **41**

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The amazing combination of strategy, evolution, and survival. You're a tiny little creature that grows into a big, powerful creature. **MSRP: \$29.99** **AAC RATED: 100** **41**

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## QUEX

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## RPG

Role-playing games have exerted an enormous influence on modern game-styles. They combine the atmosphere of text adventures with the action of arcade games and the brain exercise of strategy — but their graphical presentation tends to be weaker than other game genres. Gameplay centres around developing characters by raising their experience and skill levels in conflict with other, computer-controlled foes. All that — and a quest too.

### DRAGON

The third game using the Advanced System is a lot of fun, even for those who favour text or role-playing games. In fact, when you're looking ahead from back in the 1920s trying to control the stock exchange, for those adventures also available on the Precision system is a gem! **A ACE RATED 401-404750**

### WZELM

Only a Lot of Fun? It's not a lot of fun, it's a lot of fun. **A ACE RATED 401-404750**

Some of the most creative and most fun titles to play are those that are designed to be played on a computer. **A ACE RATED 401-404750**

The highly successful game designed by Mark Taylor, it's the best of the best of the best. **A ACE RATED 401-404750**

It's the best of the best. **A ACE RATED 401-404750**

### THE BARD'S TALE III

The latest Bard's Tale game offers a number of refinements over the previous editions, all of which are well worth taking the time to play. **A ACE RATED 401-404750**

### BATTLETON

Battleton features some of the most creative and most fun titles to play. **A ACE RATED 401-404750**

### DUNGEON MASTER

The highly successful game designed by Mark Taylor, it's the best of the best of the best. **A ACE RATED 401-404750**

graphics and sound. **A ACE RATED 401-404750**

### POOL OF RADIANCE

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graphics and sound. **A ACE RATED 401-404750**

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### ULTIMA V

The highly successful game designed by Mark Taylor, it's the best of the best of the best. **A ACE RATED 401-404750**

## BRAIN GAMES

Feel up with mindless blasting? Want a game that offers you an opponent who's worthy of your skills? Then this is your section.

### CHESS MASTER 2000

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### COLOSSUS

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## WAR GAMES

Ready yourself as a master of grand strategy, marshalling hordes of troops and sending them off to do battle on your behalf? Look no further than the ACE war game section.

### ARMEN

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### CONFLICT EUROPE

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### THEATRE EUROPE

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# FLIGHT SIMULATIONS

How about flying the latest US Stealth Fighter on a mission over Siberia? Or perhaps a quick flight over Hawaii would be more relaxing? Computer flight simulations are fun! In any flight category

## BATTLEHAWKS 1942

Lucasfilm Games/US Gold ● ST \$24.95 ● Amiga \$24.95 ● PC \$24.95

A WWII naval air combat simulator covering the four most important battles of the 1942 Pacific war for incredible whitening action this one has everything — the sense of being there, a tremendous finding and surprisingly addictive stuff

● ACE RATED \$28

## BOMBER

Activision ● Spectrum \$14.95 ● ST \$19.95 ● C64 \$14.95 ● ST \$19.95 ● Amiga \$14.95 ● ST \$19.95 ● ST \$24.95 ● Amiga \$24.95 ● PC \$24.95

Vector Graphics has spent a long time on this one — and it certainly shows. The game gets the balance just right between convincing simula-

tion and entertaining game. Highly recommended

● ACE RATED \$28

## CHUCK YEAGER'S ADVANCED FLIGHT TRAINER

Electronic Arts ● Spectrum ● C64 ● CPC ● ST ● Amiga ● PC \$24.95

Fly a multitude of aircraft from an early bi-plane to the Space Shuttle. It's entertainingly different from your standard flight sim and there's so much in the game that it will take many hours of instruction to get to experience and master all the available options

● ACE RATED \$12

## F-16 COMBAT PILOT

Digital Integration ● ST \$24.95 ● Amiga

\$24.95 ● PC \$24.95

This took nine person years to develop, and you can feel that quality of work when playing it — it's one of the most realistic flight sims on the market. If you are a connoisseur of flight simulators then this is an essential addition to your collection

● ACE RATED \$70

## FALCON

Spectrum Hardware/Microsoft ● ST \$24.95 ● Amiga \$24.95 ● PC \$24.95 ● MAC

If you really want the terror, exhilaration and sheer every-things-upside-down confusion of combat flying, this game delivers. Make no mistake, this game is the real thing. An essential purchase for hobbyist fans

● ACE RATED \$45

## FLIGHT SIMULATOR II

Sublogic ● C64 \$19.95 ● ST \$49.95 ● Amiga \$49.95 ● PC \$49.95 ● MAC \$49.95

The flight sim that put the genre on to the map. The slightly realistic flight sim of a domestic Cessna plane, which is even used by flight schools to train would be pilots. Can be enhanced by a variety of Scenario Packs

● ACE CLASSIC

## INTERCEPTOR

Electronic Arts ● Amiga \$24.95

A low level flight sim with a level of fun. Players may dispute the label simulator — it certainly wouldn't train you to fly a real life plane — but the program combines realism and gameplay far too well to that to matter. If you want something that's a bit more action, more colorful graphics and 40 or so more flying modes, look no further

● ACE RATED \$34

# RACING SIMULATIONS

In the first of an occasional series, ACE takes a special look at a particular game genre and the games that are worth a look. In this month it is the form of the venerable racing simulation, as originally mentioned in our Burning Rubber feature in issue 86.

## LOMBARD RAC RALLY

Mandarin ● ST ● Amiga ● PC

Race through many types of terrain, such as hills/mountain roads, and through many types of weather conditions, such as fog or rain. The game has nice atmospheres, and though the variety of gameplay may be a little low, it's still a game you'd be playing for a good while

## FERRARI FORMULA ONE

Tri-Tone Arts ● ST \$24.95 ● Amiga \$24.95 ● PC \$24.95

A bit old this one, but still a game that was very ahead of

its time to start with. Take the wheel of a Formula One Ferrari racer on some of the most famous racecircuits in the world. A true thoroughbred

## R.V.F.

Microstyle ● ST \$24.95 ● Amiga \$24.95

The champion in the Best Sports Based Racing Game charts, and a superb simulation, this one puts you into the world of performance like racing or none other than the Honda NSR750. Brilliant graphics, brilliant sound, brilliant game

## STUNT CAR RACER

Microstyle ● Spectrum

\$9.95 ● \$14.95 ● C64 \$9.95 ● \$14.95 ● ST \$24.95 ● Amiga \$24.95 ● PC \$24.95

This places itself in the annals of computer history as being one of the most amazing spectacles to watch, let alone play. The game is first person perspective, with the outside world made up of really fast smooth filled vectors, and the impression of realism is unbelievable. An amazing experience, and a clear winner. Where can things go from here?

## SUPER HANG ON

Electronic Dreams ● Spectrum \$9.95 ● C64 \$9.95 ● \$14.95 ● Amiga

\$9.95 ● \$14.95 ● ST \$24.95 ● Amiga \$24.95

Not so much a simulation as a perfect arcade conversion of a brilliant base racing Sega coin-op. Great game, excellent conversion

## THE DUEL - TEST DRIVE II

Accolade ● C64 ● ST ● Amiga ● PC ● MAC

Accolade tried to right all the Test Drive wrongs into the sequel, and to an extent they succeeded. There's nothing serious about the game, it's just a lot of fun. It doesn't claim to be technically a realistic accurate, but why should it?



# LOVE AND PASSION IN THE MODERN KITCHEN (DIGITAL PASSION II) — THE PLOT OF THE SOUND TRACK OF THE MOVIE OF THE NEWSPAPER SERIALISATION OF THE BOOK OF THE ORIGINAL PINK DRAMA IN TWO PARTS (OF WHICH THIS IS THE SECOND AND FINAL, ABSOLUTELY CONCLUSIVE, NO-HOLDS-BARRER, TEAR JERKING, ACE 900+ RATED BIT)

by Bettina Throckmorton

First a short biographical note. Bettina Throckmorton began her long and distinguished career as one of Britain's top editors working as a humble copy typist for My Woman, a pioneering weekly for the modern woman and her family. It was not long before Bettina had proved her worth and was elevated to the position of fiction editor.

During her time with My Woman she was fortunate enough to have selected pieces of her own fiction published in the same magazine during her 15-year tenure. Over the following years her journalistic work was taken on a number of other magazines, all of which she also served as an authoritative and

experimental fiction editor.

Back to the present: her work has generated in this country the most eminent critic, Jack Gracie, of the *Pig Breeder's Chronicle* has said of her: "She is, in my opinion, the best writer this country has."

It remains for us to say, in that we are very proud to be the first Computer publication to feature Betty Throckmorton's *Modern Kitchen* (the first part of her proposed Post-Cyberpunk series) and are very sad that it is not possible for us to offer her a position at ACE. So back relax, and enjoy.

"Betty" is saying, "I'm sorry where's my first love?"

"I got up this morning," she says, "and my first love was looking to live as if it had been replaced by a 100% PC law, actually was that surprising?"

"I don't get it for me," Betty says, "I'm a married, first-time mother, but my first love was looking to live as if it had been replaced by a 100% PC law, actually was that surprising?"

"I don't get it for me," Betty says, "I'm a married, first-time mother, but my first love was looking to live as if it had been replaced by a 100% PC law, actually was that surprising?"

**THE STORY SO FAR**  
Betty Throckmorton, now well known as a newspaper serialisation editor, is the first time she has ever written for an

investigative journal. She is currently working on a book about the first time she met her first love, a man who had been replaced by a 100% PC law, actually was that surprising?"

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**THE MAGAZINE GOES**  
Well, what I don't know is how many people read this magazine. Betty's at the top of the list, and she's the only one who's not a PC law, actually was that surprising?"

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# GRANDSLAM GIVEAWAY

THOSE generous guys and girls down at Grand Slam have decided to celebrate the launch of their Slam and Grease computer quiz game by giving away a full price football or other goods. Or

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5 Slam and Grease computer games

All you footie fans out there have to do to get your grubby paws on some of these goodies is find the 45 words listed below in the da-

gram. All the words are in a straight line, backwards or forwards, up down or diagonally. When you find a word ring it neatly with a bold line. Hold on hold on... before you turn off for the moment. Well, there's one more

thing. Once you've found the 45 listed words you must hunt for the name of a famous computer character hidden somewhere in the grid. When you have finished, send your completed grid and entry form to Grand

Slam Giveaway ACE Magazine, 3032 Pinnerway Lane, London, ECTR 3AU to arrive no later than 7th December. Employees of ACE and Grand Slam can't enter, even if they are footie fans. So fan boys suck!

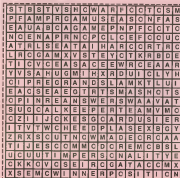
## THE WORDS

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PERSONALITY  
GREASE  
COMMODORE  
CROWD  
QUESTION  
RISK  
KICK OFF  
PLAYER  
DORRY  
ACE

LEAGUE  
TV SHOW  
SAINT  
AMGA  
CHEER  
GAME  
ST  
SHOT  
POSITION  
PTCH  
OUT NOW

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SPORTS  
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TRIAL  
ARMY AND  
KING  
PENALTY  
CATEGORIES  
NUMBER  
SAFE

SEASON  
GRANDSLAM  
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FAN  
SPECTRUM  
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The famous computer character hidden in the grid is:

.....

Entries must be received on or before 7th December 1980.





# THE ART OF ANIMATION

Duncan Evans has been playing around with Domark's *Fantavision* — and has been driven to investigate animation techniques in general. Here's what he found out...

Traditional cartoon animation technique has changed little since that Disney and his team of animators produced such classics as *Snow White* and *Fantasia*. It is the living technology and animation tools and aids which have developed.

The basics of cartoon animation still revolve around key drawings and the steps in between. Usually the animator will draw an object in two key positions and then mark down how many in between positions are needed to achieve the desired result. An assistant then has the task of drawing the in between stages. The very first in between stage is called the breakdown point, and if significant is often drawn by the animator.

One of the important techniques of 'in betweening' is that those stages are often set spaced at regular intervals between the breakdown point and the key drawings. To achieve such effects as the slow in, so called because the action slows into a final position, there needs to be more 'in between' towards the end of the sequence. The converse of this is the slow out where more 'in between' are positioned at the start. Also it is quite rare for sequences to be split into thirds when only two in between can be used because of timing constraints. This is much harder to draw, so inevitably a slow in or slow out is used instead.

For rotating objects through three dimensions it is necessary for the animator to plot the centres of the two key drawings, and then the centre of the breakdown position on a separate sheet of paper. All three sheets are then aligned, with the breakdown sheet being 'horizontally' whenever the breakdown drawing can be completed. By superimposing sheets it is

possible to trace objects moving through three dimensions, and by rotating the sheets around axes can be plotted with greater accuracy.

The making of a full animated sequence that is to be filmed and produced for television or the cinema naturally involves a good deal more stages than a *Fantavision* production, though users of such programs would benefit from following some of the stages.

The script is the first thing to produce, though with animation the dialogue is of far less importance than the visual action. With sampled speech being so ordinary expensive on computers, this is likely to be kept to a minimum. From the script a storyboard is produced, which portrays the action in a graphical form. Usually at the point the key dialogue and music elements are recorded so that the team of animators can synchronise the cartoon to it.

Once completed an editor assembles it into the film, and then breaks it down photographically, making up the film where certain sounds begin and end. Meanwhile the director is arranging for designers to produce their own interpretations of the character actions in the feature which when approved will be used as the reference models for the rest of the animator team. The process then advances to tests, real viewing of the film, line tests, clearing up the drawings by a special cleanup crew and transference of drawings to acetate or gel for printing. By this time the basic grounds will have been drawn and printed, and after a final checking everything is passed to the cameramen for actual film shooting. After viewing the rushes, dubbing of sound effects — a final print is developed by merging the film and soundtrack. The finished product is now ready to run.

## COMPUTER ANIMATION

With traditional pen and paper animation being such a time consuming process, it was inevitable that computers would begin

to play a progressively larger role as they became faster and more powerful.

Tom from Walt Disney was one such film that featured numerous examples of computer generated graphics and received acclaim accordingly. Receiving rather less public recognition was the German sequence from a 1982 film, *Star Trek II: The Wrath of Khan*, which was entirely computer created and animated. It was also the largest piece of totally computer generated images seen in a commercial film. That section, and the very best special effects in films such as *Star Wars*, *Cocoon*, *E.T. Poltergeist* and *Energy 101* was produced by the department known as Industrial Light and Magic, or ILM.

ILM uses the standard technique of creating objects from polygons and describing them as three dimensional with geometric formulae. The greater the polygons the greater the realism, but some surfaces are very difficult to describe as polygons so those areas are texture mapped. Neither the *Fantavision*'s method of using 'fill patterns', but in a vastly more complex scale. Here textures such as leather, fur and sand are described as three dimensional patches on the computer and then fitted to the surface of the polygons by stretching and size manipulation. Once an object is fully described it can be manipulated at will. The *Star Trek* film from Digital Productions featured polygon created starships and space stations, with each one consisting of around 600,000 polygons. Even so the feature of many of the ships was a uniform semi glossy metal. ILM has received delivery of a computer called the Pixar which is capable of generating 80,000,000 polygons, but unfortunately it won't do it quite quickly enough and there is as yet no practical method of storing the colossal amount of data that it creates. When these problems are solved through the degree of surface detail will approach that of 3Dmm motion picture film. All generated by computer.



# THE RADICAL, RARE, RASH, RAUNCHY, RECKLESS, RECOMMENDED, REFRESHING, RESPECTED, REVOLU- TIONARY, RHETORICAL, RIOUS, RISQUE, RUMBUSTIOUS, RUSTPROOF RESULTS PAGE.

Yes folks, it's back the most exciting, the most exciting, the most feared, and covered page in the magazine. The page that, without warning, can thrust an unexpected tale to the height of fame. You. It's the Pink Page. Comp. Results.

## THE BEAST HAS EATEN!

First off - an absolutely huge list of lucky people who were first to jump out of the editorial

hut and deliver themselves to the ravenous Progressives! Feast! Feast!

The personally man torred below will all be receiving copies of Shadow of the Beard on the Amiga any day now. Each complete with a Beatty Roger Deas Beard T-Shirt.

### Geoff Roddie Jones

Glennett, Geyrhoad, S.C. Coe Foster Greenwood, MIRA, A. Subdigan, Cheshire, Lynton. Andrew Clavering, Wiltshire. Ray, Tyne & Wear. Alexander Kells

Waterheadon, Northampton. MA. Bingham, Essexfield, Nottingham, Nigel Hazle, Wiltshire. Dore, Tyne & Wear. HM Brown, Dorchester, Dorset, Mr J V Peal, Exington, Gloucester, and Joe Taylor, Devonport, Dorset.

Ten runners-up who all are the absolutely amazing Roger Deas T-Shirt are

Simon Whitehouse, Telford. Pro. Steven in Trent, Mike Jones, Huddersfield. Leif, Wiltshire, Ian Davenport, Wiltshire. Donald, Don Gallagher

Omagh Co Tyrone, Mark Clavering, Kington, Northampton. Richard, Wiltshire. Les, Lancashire. Fredrick, The Borders. Chesham, King, Wiltshire. Dore, Mr Matthew Bridges, Cheshire. Lord, Essex. Mark Clapham, Dorset. Harcourt, Phillip Anthony Brown, Gilling, Wiltshire.

Those nice people at Progress will be dispatching your goodies to you pronto.

## THE SHINIEST LEATHER IN THE WEST!

Yes! You'll remember that it of Famous Arts Shop, Shiny Leather Comp. you of Ace buddies sat in them that jerry Pink Pages back in October? Why were you de die had enough letters them to dry out. Sue Ellen, and that was as well. Not easy. Those lucky cutlery mentioned below should be receiving a pair of shiny Cowboy boots real soon now. And why? Cos they was the first out of the editorial tent. Well, that's why.

MIRA, David Bailey, Sandy, Dorset. Jimmie, Dorset. Big Quin, Dorset. You got yourself a real nice fuddy duddy. Mark Clavering, Harrogate, North Yorkshire. and Glen Darnall, Gwynedd, Gwynedd.

Well, that's all for this month folks. But you be sure to boom in to next month's comp results page. You never know it could be your lucky day. See you there.

# THE PINK ?

We've got a bit ? hanging over the Pink Pages - and we reckon you can help us.

Traditionally on ACE the Pink Pages are put together during the last day or two of the month - and this is often reflected in the check in nature of the section. However, from now on we'll be sliding them into the full production cycle - and that means we can pack more into Pink than ever before.

However, we'd like to hear from Pinkers on the subject. Perhaps you've got some great ideas for the section that we ought to know about for a year's chance to tell us.

Furthermore, we're prepared to open up access to the Pink Pages in a way not usually done on magazines. We've already posted many cartoons and short stories online by readers - perhaps you're a budding cartoonist or fiction writer who'd like to get into print. Now's your chance.

Alternatively, you may have a special interest you pursue and about which you have expert knowledge. Bring perhaps too you could sound off about right simulators or MIDI (as you could sound off about sound). Short articles, a series of special interest will often find a place on these pages.

You can also help by writing to us to let us know what you think of the current features in the Pink. We games, money, the (Dark Market) (not cloning the code), the quotes, the news, what (making the month) (all back again next month) and so on. There's a lot of information we get from you. Please do it. Build a better magazine.

Don't forget that the Pink was always intended to be FOUR pages - and also pages to have FUN with. So get in touch now with

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# CDI UPDATE

**STEVE COOKE KEEPS YOU CLUED UP ON DEVELOPMENTS IN THE CDI WORLD AND VISITS MICROSOFT TO SEE THE NEW CDI VERSION OF THE GUINNESS BOOK OF RECORDS.**

CDI's rapidly taking up Microsoft's baton as the dominant force in most areas of the market. More than 200 titles are now sold for it, and Program Manager (this too was a part of the same grab by Microsoft) are currently leading heavily in the marketplace.

At Microsoft's annual party out at the beach in a rather elegant, sophisticated San Jose, Calif. hotel, several companies were out to show their wares to the local media. I was particularly interested in the new CD-ROM version of the Guinness Book of Records, for its advertising and market

CD-ROMs already offering and used by a growing number of people who are interested in development-related titles. However, you'd think that software publishers would have gone right off and bought Microsoft's CD-ROM version of the Guinness Book of Records. It's a shame that it takes a little time when a publisher comes with other titles. Combine that with all the money in the market being competing and also in video and CD-ROMs and there is no marketing demand on CD-ROMs and you see why a good reason for the big surge in CD-ROMs.

There is also the fact that you can't get that much information out of a CD-ROM, and you can't get that much information out of a CD-ROM.

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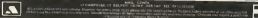
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# ACE DIARY

## NOV/DEC '89

### NOVEMBER

### DECEMBER

#### WEEK'S RELEASES AT A GLANCE

1 new device from CDi from FL, Microsoft. Our new master disc also features CDi and Amiga! Don't miss these. 30 more goodies about on

the official Amiga/Amiga magazine. Available in French, German, Spanish, Ben-Goy (Hebrew), PC and CDi! New magazines, merchandise, CDi software.

First of the kind for the state from magazines based in 40-year old comic book firm. Includes PC/CDi. Prices: back issue and back again.

Barcelona City's Amiga PC (multiplatform) from Palace. Late heading. Score Amiga CDi and Amiga from Beatport. scored to Omega's Jan.

#### MONDAY 13

20, 2000-kg from 400 Christmas Party of New York. Festival of 20,000,000 million cases of widgets.

#### TUESDAY 14

10000 8000kg to King William of London.

#### WEEK'S RELEASES AT A

#### GLANCE

Ben-Goy (Hebrew) from Amiga/Amiga magazine. Our new master disc also features CDi and Amiga!

Don't miss these. 30 more goodies about on the official Amiga/Amiga magazine. Available in French, German, Spanish, Ben-Goy (Hebrew), PC and CDi! New magazines, merchandise, CDi software.

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#### MONDAY 27

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#### THURSDAY 30

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#### THURSDAY 7

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Please include the following details in the earliest possible ACE DIARY (Please make sure you write in your details as far in advance of the event as you can.)

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Table listing PC special prices for various models like Commodore 286, 386, and 486.



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Commodore logo and contact information for T.C. Computers.

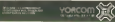


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# ACE DEALERS

**Video Game Centre** Centre head office Tel: 041 341 1 contact Caroline Mills, Proxy

## Tips and

The newly expanding Term Computers & Video opened its new unit this November 4 in Beckenham High Street, Kent

Why not stroll down to take a look? The shop stocks 16-bit computer and games (including an Atari) as well as PC games, magazines, PC repair software and they're prepared to support the Acorn MultiSystem when it becomes available

Beckenham is bit out of your way? Don't worry! Computer stores are in 5 Shop High Street, Orpington, High Street and West Wood Street

for 74 units, with 1000

Laughing at the way to the Funsoft

Look out for stickers on doors and windows proclaiming that the store is taking part in the Funsoft scheme. Buy your software from a Funsoft dealer and you'll be on your way to earning five pence

It works like this: you can pick up your favourite software package from any participating store. Every time you buy a 16-bit title you get ten tokens, to stick into your passport, every time you buy in. Each time you get a single token

Exchange tokens in your passport means you can claim a free 4-bit

game. It's worth a try! (A 1 game. Send your filled passport to distribute@funsoft the address is on the passport) - riding which title you'd like and wait for it to slip through the letterbox. You have until the end of January to take up. 16-bit software and 50 dealers up and down the country on their offer, so start collecting now

Top Man goes soft

If you buy your clothes from Top Man (same as other), you may have noticed one of the seasonal new lines in software. One store, Microbyte, which has two outlets in the North and Midlands, will be offering a cheap top a shop of 14. Top Man is watching over the next few

months

Toys for the Boys. Toys will be the name of the month - games, toys and soft collectibles and CDs as well as the Top 100 soft ware titles for Amiga 17 Spectrum, C64 and Amstrad formats

Look out for Toys for the Boys in Top Man (Top Man) in towns to come

Try before you buy

... is the theme of the four Software Super store branches between now and Christmas. They're making it so attractive to you that you can experience the benefits of the company before they need buying the computer version

Chair HQ and Chess on Thunderbolt machines are both lined up to make appearances in the stores. But it's not just a matter of a quick visit before carrying with you money that are spot prices and freetime such as T-shirts and posters waiting to give their return, easy to sell

And if you buy regularly at Software Super stores, how you get a Gold Card (not! Claim a Gold Card when you buy any piece of software and you'll get a 10% discount on any further software purchases that you make

Software Superstore has outlets at Harley, Dagenham, The Havering, Southend, Little Chertsey and

Beckenham and the centre of 10 Miles

John TGA, promoter from last month's issue!

All offers and promotions are subject to availability of stock. Although we do our best to ensure our dealer promotions offer results as accurate as the time of going to press, ACE cannot take any responsibility for changes or errors in our dealers' offers

Attention dealers! Don't miss your promotional opportunities special offers, etc. a secret, let us at ACE and we'll be everywhere else

## ACE DEALERS FORM

Dealers, don't keep your ACE readers in the dark. Send details of your promotions and events to us, and we'll let the world know about them. Just fill in the form and send it with your press pack to ACE DEALERS PAGE, Priory Court, 30-32 Farnington Lane, LONDON, EC1R 3AU

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# THE ACE PROFILE

**A complete personal profile of the ACE team...**

## Steve Cooke

### Editor

Age: 34  
Born: Glasgow

#### TOP 5 MOVIES

1. Galaxy Quest
2. My World
3. Coyote Voyage
4. Walk Like an Egyptian
5. After Hours

#### TOP 5 BOOKS

1. Myopia of Charlie Doyle
2. Doctors at the End of Time
3. Omniculus of Castle Raven
4. Operation Heartbreak
5. Madame Solano

#### TOP 5 MUSIC

1. Grateful Dead
2. Jefferson Airplane
3. Quinlan Messenger Service
4. Live
5. Rhytmics

#### TOP 5 FOOD/DRINK

1. Chocolate - Swissness
2. Home Made Steak and Ribeye Pot
3. Mescal
4. Hot Chocolate
5. Spanish Hot Chocolate (Tost)

## Ria Haynes

### Deputy Editor

Age: 27  
Born: Washfield-on-Sea, Essex

#### TOP 5 MOVIES

1. Snake Runner
2. Scatman
3. Terminator
4. The Thing
5. Return of the Living Dead

#### TOP 5 BOOKS

1. Berserker
2. The Former War
3. Neuroscience
4. Count Zero
5. Learning Curves

#### TOP 5 MUSIC

1. Gary Numan
2. Prodigy
3. Depeche Mode
4. Human League
5. Prodig

#### TOP 5 FOOD/DRINK

1. Beer

2. Cheese
3. Coffee
4. Dried Pimento Supersize Onion Kani
5. Lobster

## Leanne Scott

### Staff Writer

Age: 29  
Born: Edinburgh

#### TOP 5 MOVIES

1. Darker
2. Steel Dawn
3. Spanglish
4. Blue Velvet
5. Start Men

#### TOP 5 BOOKS

1. The Mist
2. The Mist
3. Coast Into
4. On the Beach
5. The Great Gatsby

#### TOP 5 MUSIC

1. Fleetwood Mac
2. Lynyrd Skynyrd
3. Talking Heads
4. John and Virginia
5. Nancy Chapman

#### TOP 5 FOOD/DRINK

1. Dry Martini
2. Hot Chocolate
3. Extra Strong Milk
4. American Hard Seltzer
5. Pesto Shells

## Jim Willis

### Art Editor

Age: 28  
Born: Washburn - Doctors

#### TOP 5 MOVIES

1. With Me and I
2. Blue Velvet
3. My Favourite
4. Unbelievable Likeness to Being
5. How to Get Ahead of Advertising

#### TOP 5 BOOKS

1. Clark's Photo Manual
2. "Doesn't feel like I read anything else"

#### TOP 5 MUSIC

1. Dave Navarro
2. Rhytm
3. Lloyd Cole and the Greenmans
4. Talking Heads
5. Lone Justice

#### TOP 5 FOOD/DRINK

1. Jack Daniels

2. White Social Draft
3. Cheese Milk (if of variety)
4. Water
5. Rice Pudding and Jam sandwiches

## Garry Williams

### Advertising Manager

Age: 28  
Born: Stockport

#### TOP 5 MOVIES

1. Broken Down Drive
2. Doctor Heat
3. Predator
4. Assaulted Club
5. Clockwork Orange

#### TOP 5 BOOKS

1. The Wind Factory
2. Picasso
3. Bright Lights, Big City
4. Rules of Attraction
5. Less Than Zero

#### TOP 5 MUSIC

1. Bob Lee Jones
2. Five Young Cowboys
3. Barry Manilow
4. George Benson
5. Gary Johnson

#### TOP 5 FOOD/MUSIC

1. Tiramisu/Lique
2. Peas
3. Merguez Irish Beef
4. Higgams Sizer
5. Fish and Chips

## Jerry Hall

### Deputy Advertising Manager

Age: 28  
Born: Sheffield

#### TOP 5 MOVIES

1. Close Encounters of the Third Kind
2. Close Encounters of the Third Kind (Special Edition 2 & 3)
4. Star 80
5. Round of Bluff

#### TOP 5 BOOKS

1. Wind in the Willows
2. Catherine Morley of William Shakespeare
3. Beyond Anthropology
4. Ayn Rand's Who Am I? Peter Haining
5. The complete works of Tom Stoppard

#### TOP 5 MUSIC

1. Evelyn
2. Rolling Stones
3. Marley's

4. R&B
5. Rock Music

#### TOP 5 FOOD/DRINK

1. Steak in Red Wine
2. London Muesli and
3. Bottle of Southern Comfort
4. Chips and the Sugar Beer
5. Home Chips with Beans

## Melanie Costin

### Production Controller

Age: 18  
Born: London

#### TOP 5 MOVIES

1. Great Plains, Beauty
2. The Island
3. Batman
4. Cocoon
5. 101 Dalmatians and Ham

#### TOP 5 BOOKS

1. Action Hero
2. China Town
3. Any Body and Moon Book
4. 101 Dalmatians and Ham
5. Any Alpha Grade Book

#### TOP 5 MUSIC

1. LD
2. Criminal Minded
3. Eric Clapton
4. Victor Lewis
5. George Brown

#### TOP 5 FOOD/DRINK

1. McDonalds
2. Champagne
3. Salmon
4. Chicken
5. Fish and Chips

#### YOUR VERDICT PLEASE...

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# THE ACE STOCKMARKET ENTRY FORM

**WHAT YOU HAVE TO DO**

First, you need to check the ACE feature pages to get an idea of the way games and software features are working as well as show the charts. In later months, you'll also be able to have a running record of the movements of the software prices index (starting the month of 1989) to help you determine long term software price trends.

There is £25.00 worth of software for your machine entering the 50 list each month in each category until you've picked all the items from the supply list entries. If the price goes unclaimed for any category, we'll add a bonus magazine once or for the next month - so there'll be some real goodies to get your hands on if you can get it right when others can't!

## ROUND ONE

Post this form or a letter (reply to ACE, please marked, Priority/Quick) to:  
 ACE Stockmarket Entry Form  
 3003 Parkgate Lane  
 EC8M 3AJ. Closing date 31st November 1988

NAME .....	Surname Number .....	
ADDRESS .....	Computer model .....	
My preference for next month's list for games on the Commodore 64 is	4 .....	2 .....
1 .....	3 .....	2 .....
2 .....	My preference for next month's list for games on the Spectrum is	4 .....
3 .....	1 .....	3 .....
4 .....	2 .....	4 .....
5 .....	3 .....	2 .....
My preference for next month's list for games on the Commodore 88 is	4 .....	2 .....
1 .....	3 .....	2 .....
2 .....	My preference for next month's list for games on the Amstrad CPC is	4 .....
3 .....	1 .....	3 .....
4 .....	2 .....	4 .....
5 .....	3 .....	2 .....
My preference for next month's list for games on the Atari ST is	4 .....	2 .....
1 .....	3 .....	2 .....
2 .....	My preference for next month's list for games on the Amiga is	4 .....
3 .....	1 .....	3 .....
4 .....	2 .....	4 .....
5 .....	3 .....	2 .....

All entries must be received by the closing date for this round of Round One 25th 1988

No withdrawal of entries or any other entry modification is permitted. Entries are in the ACE Magazine on the 26th of 1988

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# The BLITTER END

## IF YOU CAN'T BEAT THEM - EAT 'EM!

**W**hat a great stomach this one. After indulging in lovely party with the Power Glass, and dancing up and down on PC's endless pads, we have now indulged in - wait for it - the Nintendo corn!

Yes, this is not a cartoon: it's a very serious business, involving megabucks of license money and yet more income for the Japanese game giant who could use, if they wished to, any every gambler's eye in Europe's first class book and still show a profit. In fact, this latter tactic has been quite seriously suggested in some corners - who reckon that Nintendo would then make even more money by forcing us all expensive games to play on our free machines!

Well, that's something to think about over breakfast: and if Nintendo say you three or the actually licensed casual (and Simpson's South Westland) was so shocked by what it is to tell us all about it. The advert reads: Nintendo is the world's best. Their Super Mario Bros and Tetris are the most successful. If you can't beat them, eat them. I mean, really, but that's a lie!

Don't worry - we believe you! Right.

You may by now have feared of the difficulties behind the PC Show. The whole affair is clouded in litigation, but numerous parties are trying to shake their claim to the industry's number one show and the one thing that seems certain is that the PC Show, as you and I know it, will never happen again.

There remains cinema.

Right, now for the plot. One of the parties attempting to muscle in on the act is none other than ACE's publisher and letter to therefore perfectly well aware that most people will claim that anything worth it in the column will be based. However, anyone who's been in the land that engulfs New Mexico in Brighton for six reasonable lengths of time and finally that I have always strongly supported the view of a games only show during the Autumn period - and if it is a large corporation that this is exactly what our publishers are trying to set up.

The reasons for this are developments simple. Computer games have a bad press generally because of the software industry by they sometimes, but thankfully rarely because of good publicity is constantly met if the market is to increase. In fact publicity of any kind is better than the massive ignorance most other media show when confronted with the subject of computer entertainment.

The only way we can get publicity is by having a large public show in the country's biggest city on a regular basis just before Christmas. We need TV coverage, radio coverage, and press coverage. And we are going to get that any other way.

There's also the question of new work. I

thought my first computer after taking the Spectrum at the PC Show. I was excited then by the affordability in the local press. Having a public showcase for entertainment technology is going to win us more converts than ever before these days with the advent of more expensive products. And it's more like important at a time when so many people are preparing to desert in the industry for the long-term benefits of CD4 and other potential platforms.

See you at the show where you can witness one of your heart's content being found. If he has been enjoying myself to that extent!

Perimeter Computers in Brighton will busy itself with Public Domain disks by the dozen at only £1.50 each (also any requisite duplicating house, they obviously have to take stringent precautions against errors).

Unfortunately, someone in the marketing department has obviously misinterpreted company policy here in the company plan to give away a free condom with each order. When all else fails...

When things get hectic in the ACE office, a suit and tie is never worn. It is decided and for a few brief moments, all you can see is the thick bank of desks forming themselves in an impressive new formation. Some of 1980 and some are of course commonplace.

What is perhaps less impressive in the scene department, and which leads one to suspect that people (particularly computer games players) have abandoned the business desk game is the manner in which the desk board came to grace our office.

Graphic Graphics were the good score involved - at the PC Show they offered the board and the desk to go with it plus a very nice rubber stamp to the person who got the highest score with their disks during the Show.

Competition was fierce. The highest score, achieved by our very own Jerry Hill, was... 20.

As you may have noticed on this issue's front cover ACE has entered the world of electronics, starting with the introduction of a fair-rite task rig - but very functional - fair-rite.

Fair-rite codes are already the smart thing to do in the States, but here in the UK we've been a bit slow to catch on. The big advantage of course is that you the reader will now be able to scan in the relevant details from the country's year collection using your free computer-aided barcode reader and personal features. We anticipate getting this on the cover by around

### NEXT MONTH...

In the next issue of ACE we'll be lavishing our annual Christmas present on you. This year it will be an essential fashion accessory which no self-respecting gamer can afford to be without - the ACE 1990 Diary.

Packed with information on all the things you need to know, it'll be nestling on the cover of next month's ACE...

Also in future issues you can look forward to exclusive coverage of hypermedia following a trip to the States, including a look at the successor to Cosmic Osmo and the first D'n'l games (see page 185 of this issue).

April 1st of next year.

Fortunately the bar code won't be quite as simple as that. This has been an ACE public announcement.

Finally and a special welcome to the latest member of the ACE Team: William Cook, who'll be in charge of all production. And if you're wondering there isn't a picture on this month's bar, it's because we didn't want to reveal the poor quality printing here in black and white.

Bill Cook

### Cheops!

The Novaecons Show at the National this month is on the 17th-18th November, and not as previously stated. Apologies to all concerned.

Awaken the beast within you...

# ALTERED BEAST

Zero has called upon you! Only a hero and his brother, worthy one, can take the twisted  
demonic forces from the crawling streets of Hell and back to the Underworld!

From the game, you are presented with Superpowered powers beyond  
the world! With the magical "spirit balls" and monsters from an en-  
tire new era of creatures - as Werewolf, gargoyle and Wolf Hunter that  
only believe in "Werewolf" and "Wolf" Tiger up the back of the  
demon of hell and as they search for your enemies with  
the "Red Hawk".

You have the chance to see the beautiful  
Adriana in the town of the Underworld  
"After this game, the beast within  
you may be the Red Hawk!"

 **ACTIVISION**

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#### SKANS, BATTLE, FOLLIT

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After Burner™, the first of a series of arcade-style action games, is now available on Spectrum, Commodore 64, Amstrad CPC and Amstrad CPC Plus. ©1988 Ocean Software Limited. All Rights Reserved.

### LAST NINJA 2



Once again, the evil Shogun Kurokuni need all his deadly powers to intercept Master Goro's fate and establish a new empire of tyranny in modern day Muskegon. In face of Shogun's growing powers, the brave hero used all their abilities to bring you, the Last Ninja, across the night of time and to help you and—having seen how it came in the beginning, an unusual incident in your world with Kurokuni.

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### WRC LE MANS



The World's most exciting sports car racing game—your home television screen with the racing excitement of the 24 hour Le Mans race. It's an obsession!

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